THE *OFFICIAL* GUIDE FROM

NINTENDO GAMECUBE™



COVERS ALL FOUR CLASSIC ZELDA TITLES ON THE PROMOTIONAL COLLECTOR'S EDITION DISC

COMPLETE STRATEGIES FOR

- The Legend of Zelda®
- Zelda II™: The Adventure of Link®
- The Legend of Zelda®: Ocarina of Time®
- The Legend of Zelda®: Majora's Mask™

THE OFFICIAL Nintendo® PLAYER'S GUIDE

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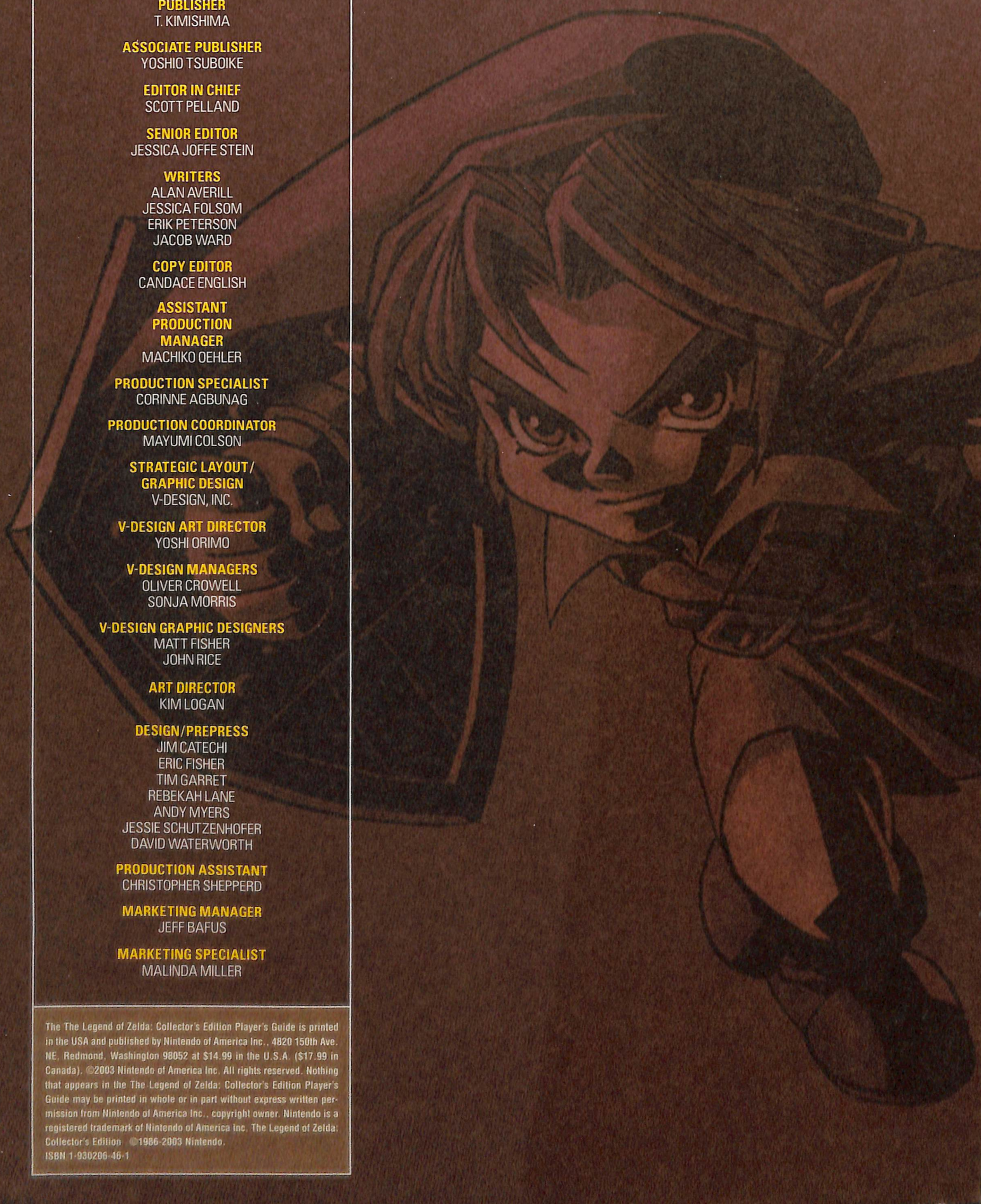
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THE OFFICIAL NINTENDO PLAYER'S GUIDE

THE LEGEND OF ZELDA®

COLLECTOR'S EDITION



The Legend of Zelda



Zelda II: The Adventure of Link

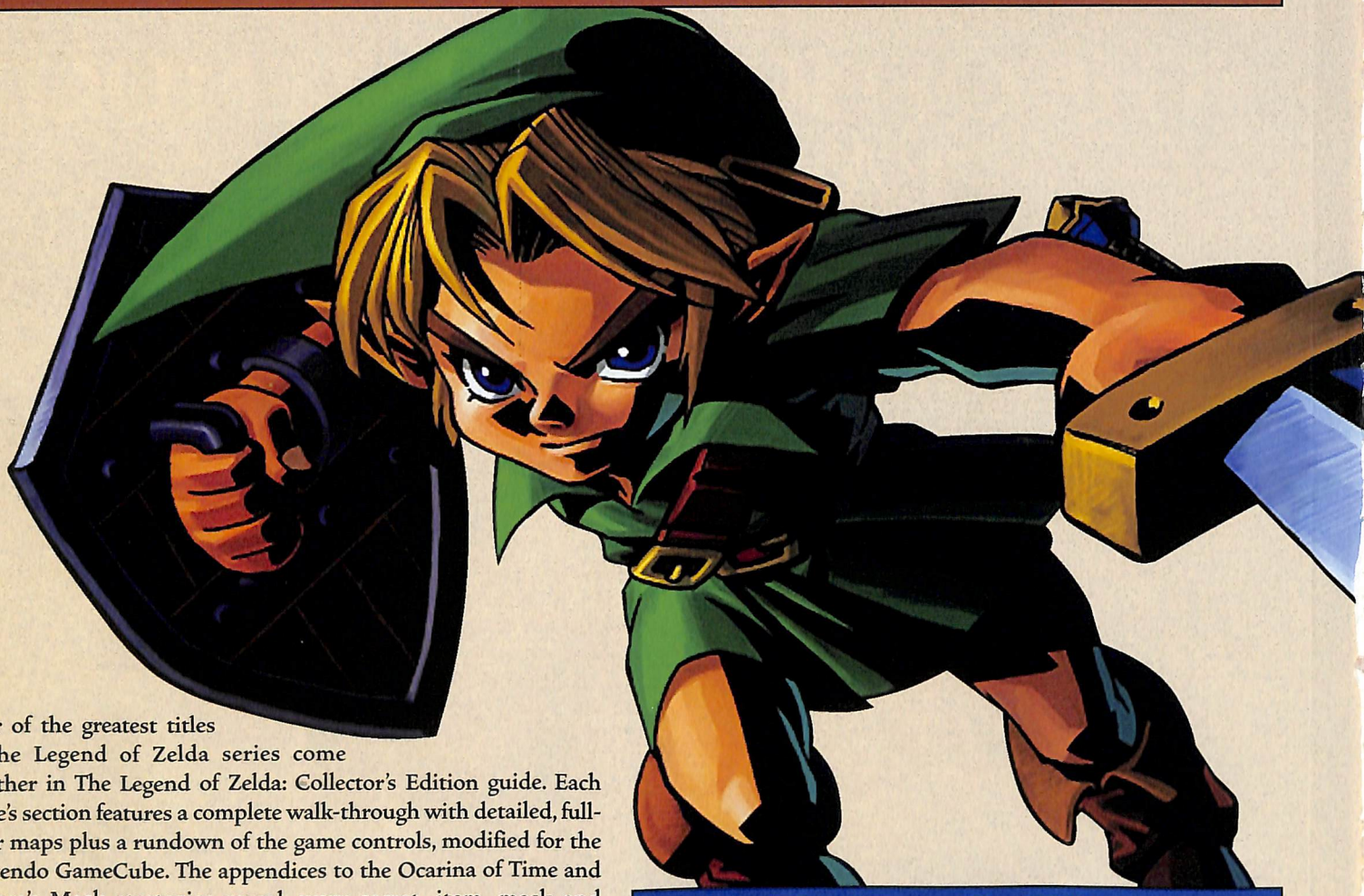


The Legend of Zelda: Ocarina of Time



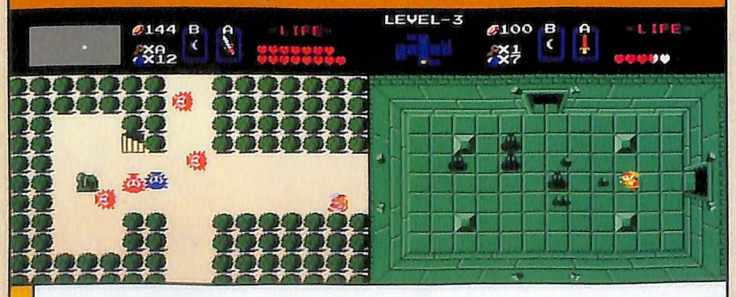
The Legend of Zelda: Majora's Mask

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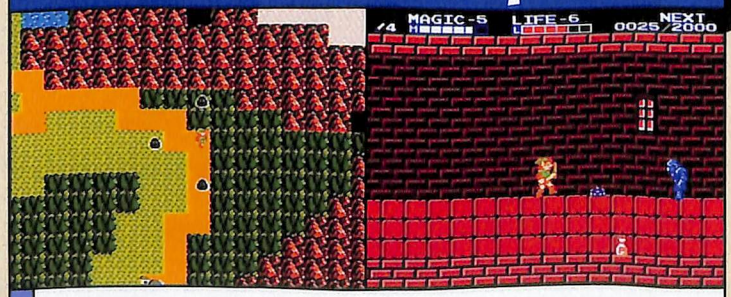
Four of the greatest titles in the Legend of Zelda series come together in The Legend of Zelda: Collector's Edition guide. Each game's section features a complete walk-through with detailed, full-color maps plus a rundown of the game controls, modified for the Nintendo GameCube. The appendices to the Ocarina of Time and Majora's Mask strategies reveal every secret, item, mask and subquest. Whether you're adventuring in The Legend of Zelda or twisting time in Majora's Mask, all the answers are at your fingertips.

The Legend of Zelda



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GAME INTRODUCTION

For the first time ever, four of the greatest titles in the Legend of Zelda series are yours on one disc! Full versions of the four games, plus two exclusive movies and a Wind Waker playable demo are all packed onto the disc. Press the Control Stick left or right to select a game, demo or movie from the game menu, then press A to play your selection, Z to get info on your selection, or B to back out to the GCN main menu.



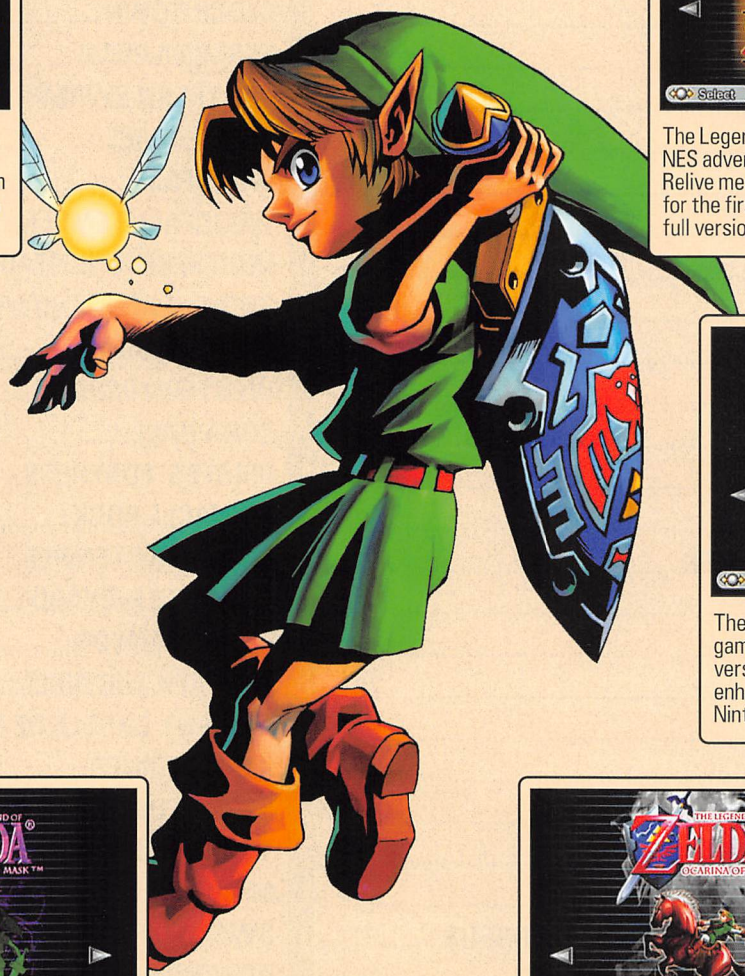
In the 20-minute playable Wind Waker demo, you can try out three of the game's vivid areas: Dragon Roost Cavern, Forsaken Fortress and Windfall Island.

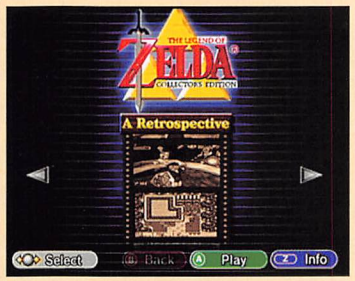


The Wind Waker Special Movie features scenes of some of Link's most exciting and memorable moments from his latest adventure, set to the game's orchestral music.



The Legend of Zelda is the timeless NES adventure that started it all. Relive memories or discover the game for the first time on the GCN with the full version (both quests) of the game.





The Legend of Zelda: A Retrospective is an exclusive movie that takes a look at the history of the Zelda series with footage of every Zelda game ever to appear on a Nintendo system.



The Adventure of Link is the second game in the Zelda series. Enjoy a full version of the classic title with enhanced graphics and controls for the Nintendo GameCube.



Majora's Mask is the sequel to Ocarina of Time, and was the second Zelda game for the N64. The innovative storyline makes it one of the most unique Zelda titles to date.



Ocarina of Time was the first Zelda title to make its way to the N64. For the first time in Zelda history, Link rides his horse Epona, uses the Ocarina of Time, has a fairy companion and more!



The Legend of ZELDA®

THE DARK LORD, GANON, HAS CAPTURED HYRULE'S BELOVED PRINCESS ZELDA, BUT BEFORE SHE WAS TAKEN ZELDA SCATTERED THE TRIFORCE ACROSS THE LAND. BRAVE YOUNG LINK MUST REASSEMBLE THE TRIFORCE SHARDS AND RESCUE THE PRINCESS IN THIS, THE ORIGINAL 1987 CLASSIC FOR THE NES.

THE LEGEND OF ZELDA



Link's quest puts him up against a wide variety of bad guys, secret entrances and labyrinths. To save Zelda, he'll need the right tools and quick reflexes. Armed with bombs, boomerangs and his trusty bow, there's nothing Link can't accomplish.



CONTROLS & MAIN MENU



START/PAUSE
Pause or resume play

Z BUTTON
View the game menu

Y BUTTON
Move through the save menu

X BUTTON
View the save menu

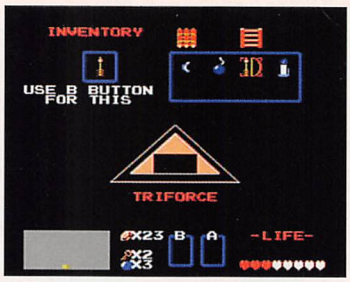
A BUTTON
Swing Link's sword

B BUTTON
Use an item

CONTROL STICK
Move Link and push blocks

CONTROL PAD
Move Link and push blocks

COLLECT ALL THE TRIFORCE SHARDS



As Link fights to find the Triforce, he'll pick up many special items and weapons. The game's pause screen shows the status of the Triforce and allows you to access the weapons and items you've acquired.

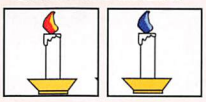
ITEMS

BOOK OF MAGIC



Link can learn many spells from the tome of magic, including the ability to summon fire. With a little magic in his hands, Link is a dangerous man.

CANDLES



Attack enemies and illuminate dark rooms. The Blue Candle can burn once per room; the Red Candle, several times.

COMPASS



When you're lost in a labyrinth, the compass tells you which way the Triforce is, although it can't tell you what dangers threaten you along the way.

FOOD



Some enemies, like Octoroks, are drawn in by bait, and you'll be able to strike them while they're distracted. Other enemies, however, have no interest in food.

HEART CONTAINER



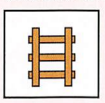
Each heart extends your life meter by one unit. When you're taking on tough bosses after a battered trip through a dungeon, you'll need the extra vitality.

KEYS



You'll be collecting plenty of keys, and you'll need them to open locked doors. The keys are interchangeable, so keep several on hand.

LADDER



The ladder allows Link to bridge short gaps in walkways—over water, for instance. It's a very handy way to save time and effort, and to get out of a crowd.

MAGICAL CLOCK



The clock freezes the enemies in the room where you acquired it. So if you defeat the enemy carrying it early, the rest will be a snap.

MAGICAL KEY



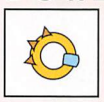
You can use a Magical Key to open every door in the game. The key number in your monitor will read A, for "Almighty."

MAP



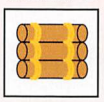
Dungeon maps show you each labyrinth's layout so you can plan ahead. With a map and a compass, you can't get lost.

POWER BRACELET



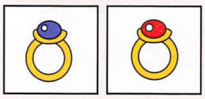
The bracelet gives Link superhuman strength, allowing him to move big boulders. But it's a hard item to find.

RAFT



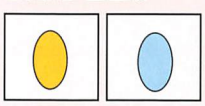
Link's raft can launch only from a dock. Traveling over water puts new areas—and new enemies—within Link's reach.

RINGS



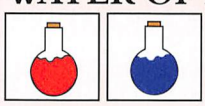
The Blue Ring halves the damage you sustain, and the Red Ring reduces damage to one-fourth.

RUPEES



Link can carry up to 255 Rupees; Blue Rupees are worth five yellow Rupees. Use Rupees to purchase items.

WATER OF LIFE



Restore two hearts with the Water of Life. Red water containers hold one dose, and blue containers hold two.

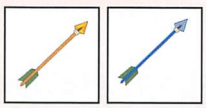
WHISTLE



By playing a ditty on the whistle, Link can summon a tornado to clear his path and carry him safely to an unobstructed entrance to the underworld.

WEAPONS

ARROWS



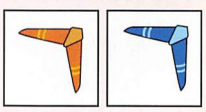
The Wooden Arrows are for sale, but the Silver Arrows, which are necessary to defeat certain enemies, are not.

BOMBS



Bombs are useful for blowing your way through walls, enemies and bosses. You can defeat some enemies and reach some rooms only by using bombs.

BOOMERANGS



Boomerangs damage smaller enemies and retrieve items from a distance. The Magical Boomerang freezes your foes.

BOW



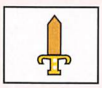
The bow's range makes it a useful weapon. But without arrows it's useless, of course.

MAGICAL ROD



One of the Wizzrobes will give up a wand. It allows Link to cast magical spells, and it can stand in as a swordlike weapon.

REGULAR SWORD



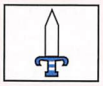
The sword you'll receive from the old man in the cave will be your primary weapon through the first three dungeons.

MAGICAL SWORD



Twice as effective as the White Sword, the Magical Sword will appear in B3 once you've collected 12 hearts.

WHITE SWORD



The White Sword is twice as powerful as the regular sword. You'll find it in K1 on the map after you complete the third dungeon.

ENEMIES

TEKTITES



Creepy one-eyed leaping spiders, Tektites are liable to jump in any direction, so keep your distance. The red variety jumps farther and lives longer than the blue.

OCTOROKS



Octoroks, a species of land-bound octopus, spit harmful stones from their mouths. The blue Octorok is stronger than the red and requires a couple sword strikes to finish off.

LYNELS



Half-humanoid, half-horse guardians of Death Mountain, the Lynels wield swords. Unless Link has the Magic Shield to protect him, avoid them completely.

PEAHATS



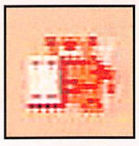
Reincarnated flowers that take flight, Peahats are impossible to defeat while in motion. And they're not stupid: they rarely stop moving.

MOBLINS



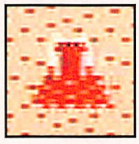
Small ogres who wander the woods, Moblins are rude and ugly and tend to hurl spears at you. They're tough to fight when you don't have enough health to attack from a distance.

ARMOSES



Soldiers turned to stone, Armoses pose a threat only if Link touches them. Then they'll come to life and attack. If you must touch them, do so from their shield side.

LEEVERS



Leevers are whirling enemies that come up out of the ground and fly about. The blue variety is tougher than the red, and does more damage, but both are hardy foes.

GHINIS



Ghinis haunt the cemeteries and appear when Link touches a tombstone. If one is haunting the screen when you arrive, attack it first to defeat the rest.

ZORAS



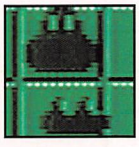
Zoras peek up out of water to spit beams of energy, blockable only with the Magic Shield. You can defeat them, but only if you're willing to invest lots of time.

ROCKS



When you wander the rocky mountains of the overworld, you're vulnerable to avalanches. Rocks are impossible to destroy, so when you see them coming, run for it.

ZOLS AND GELS



Zols are gelatinous creatures that wander the dungeons. If you attack them, each will split into two Gels, which you can beat with your boomerang.

VIRES AND KEESE



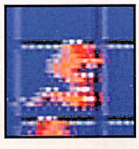
Like Zols, Vires split into smaller creatures when attacked. Unlike the Gels, however, the batlike Keese flutter about unpredictably. Use your boomerang to destroy them.

WALLMASTERS



Don't let the disembodied hands get a hold of you, or you'll be sent back to the entrance of the dungeon you're in. Keep an eye on the walls at all times.

ROPES



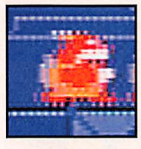
Ropes will close in on you with quick linear movements, but one strike with a sword will finish them. If you stay between tiles, they won't attack.

STALFOSES



Armed skeletons seem dangerous, but really these rickety bad guys are a breeze to defeat. They wander the dungeons with a sword and shield.

GORIYAS



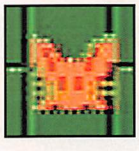
Small ogres armed with boomerangs stalk the underworld. Their weapons have limited range, and the blue Goriyas are more powerful than the red.

WIZZROBES



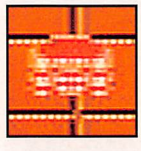
Wizzrobes appear and disappear at will, hurling spells at Link. Only the Magic Shield can ward off their attacks. The blue ones are difficult to fight, but the yellow are easy.

POLS VOICES



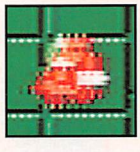
The big ears on these monsters make them vulnerable to loud noises. If you don't have a noisemaker (like a flute or a bomb), go with your trusty sword.

LIKE LIKES



The terrible tubular Like Likes enjoy snacking on objects like magic shields. Don't get so close to the monsters that they munch your hard-won protection.

DARKNUTS



The shields that Darknuts carry will ward off your frontal assaults, so it's better to pick away at them from the side or behind. Bombs work, too.

LANMOLAS



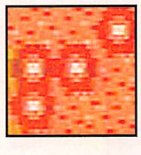
Keep your distance from the giant centipedes called Lanmolas. The red ones move fast enough, but the blue ones are incredibly quick. Use a distance attack.

GIBDOS



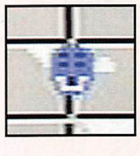
Gibdos wander aimlessly, trying to throw themselves at you. Fortunately, the mummies aren't particularly fast. It's easy to dodge them.

MOLDORMS



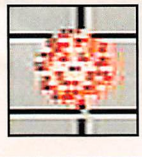
Moldorms are giant worms that live in the dungeons, emerging from the sandy floors and slithering along. Their bodies shrink as they attack.

PATRAS



Patras tend to travel and attack in groups, with a circle of smaller Patras protecting a larger one at the center. They'll do you some serious damage, so attack from a distance.

BUBBLES



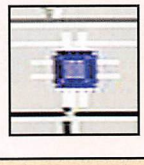
The skull-faced balls of energy won't do you any direct damage, but they'll rob you of your sword-wielding ability for a few moments, leaving you vulnerable to other enemies.

STONE STATUES



They're not just decorative, and they don't just spit water. The pesky stone creatures emit a beam of unblockable energy and are completely indestructible.

TRAPS



Usually placed in the corners of a room, Traps will slam shut on you if you pass between them. But they'll be inactive until they return to their corners.

FIRST QUEST



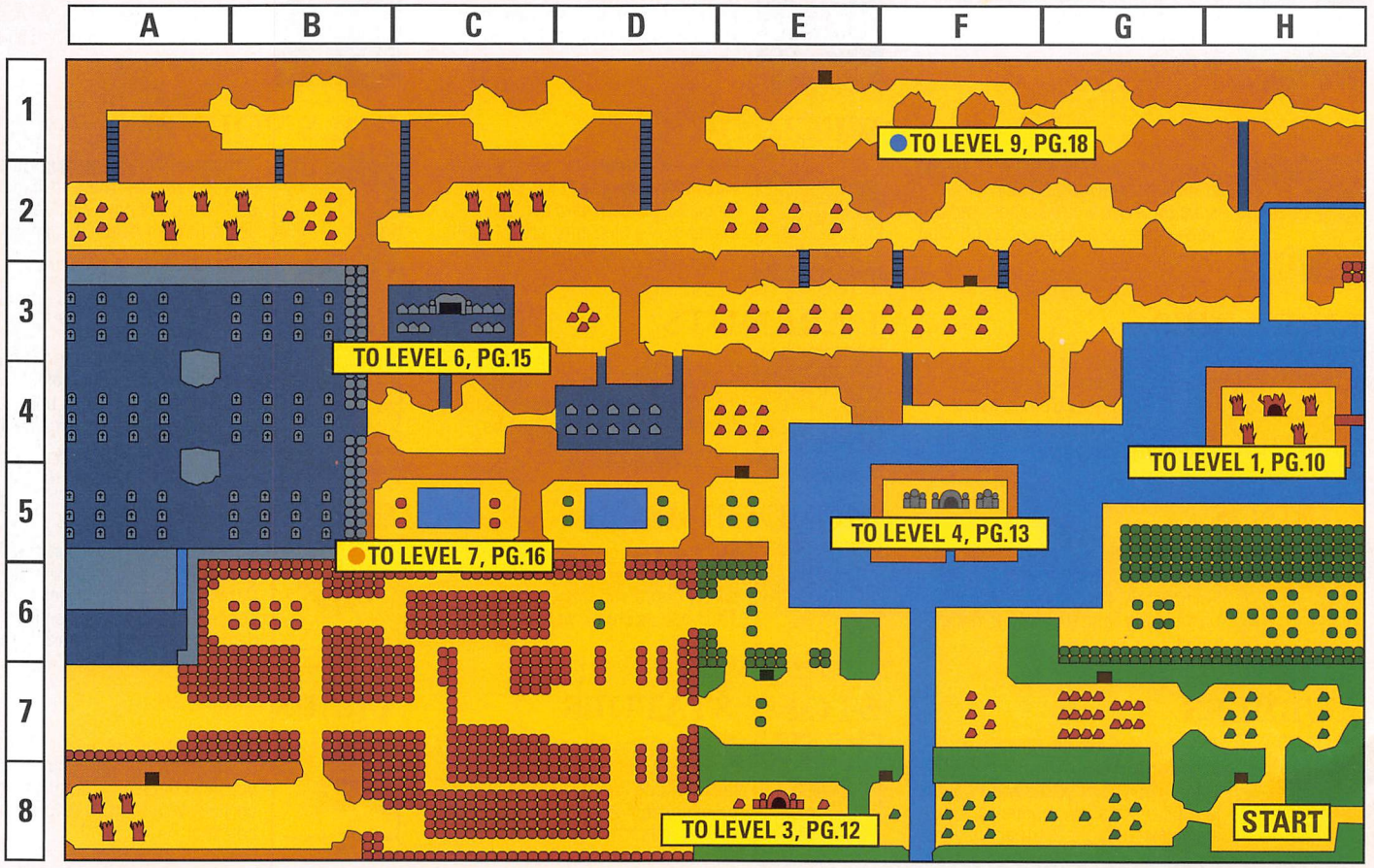
The overworld of Hyrule is a welcome break from the rotting depths of the game's many dungeons, and it's your opportunity to pick up a few special items for your next trip underground. Visit a merchant, gamble a bit or visit a warp hall. You'll never be bored.

The Legend of ZELDA

Key	Move the Armos	Use bombs	Use candles	Push rocks	Push tombstones	Blow the whistle

GETTING AROUND

SHOPS	POTIONS	FAIRIES	WARP HALLS	INFO	GAMES	RUPEES	FINES	SECRET ITEMS
C-2	D-4	D-5	D-3	A-8	A-2	B-6	B-1	H-5
E-4	E-1	J-4	J-5	F-8	G-2	B-8	D-1	L-8
E-5	E-7		J-8	K-2	G-8	C-7	D-7	M-3
F-3	H-3		N-2	M-2	M-8	D-2	E-2	P-3
G-3	I-8				P-2	G-6	H-1	P-6
G-5	L-5					H-7	I-7	H-8
G-7	N-1					I-3	K-7	K-1
K-5						I-5	N-8	B-3
M-1						L-6	O-2	O-1
N-5						L-7		E-3
O-6						N-4		
P-7						O-5		
						P-1		

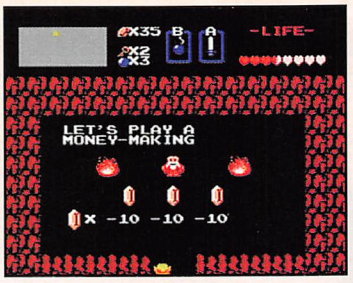


MERCHANTS



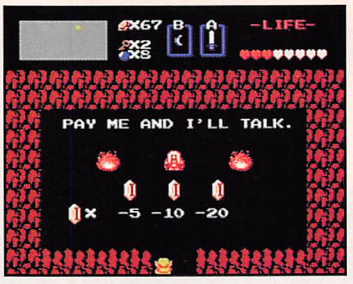
Merchants are pushy, greedy folks, but hey, that's their job. Buy yourself a few new arrows, a bomb or two and maybe even a magic candle in the cave at M-1.

GAMBLER



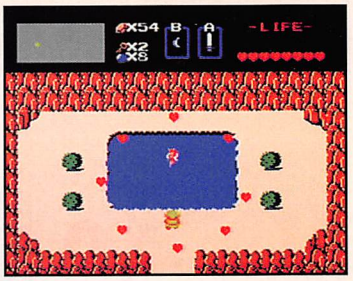
Why not blow a little cash in the interest of making more? It costs 10 Rupees to play the game in the tree at P-2. Then it's a matter of picking the right Rupee.

LITTLE OLD WOMAN



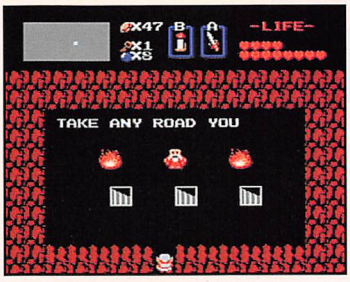
You can visit a nice old lady in a secret cave in the upper-left corner of N-1. She's not that nice, but she sells info and items.

FAIRIES



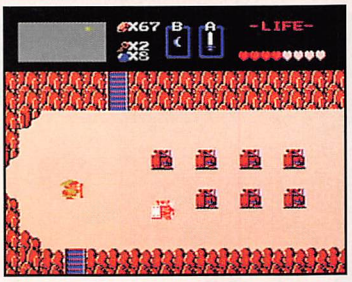
The fairy at J-4 can restore your entire life meter with her magical powers, and she doesn't seem to mind doing so again and again. Visit her whenever you're in the neighborhood.

WARP HALLS



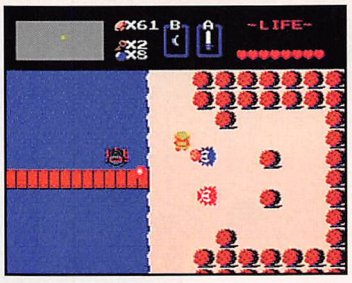
Find the invisible entrances to two warp halls, which take you elsewhere in Hyrule. Push the rock aside in the left half of J-5. Rocks also surround the J-8 entrance.

ARMOS



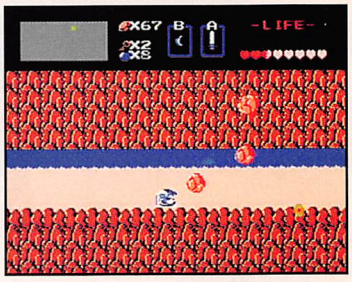
At M-2, in the top row of Armoses, the second from the left conceals a stairwell. The old man at the bottom of the stairs tells you to visit a tree at a dead end.

ZORA

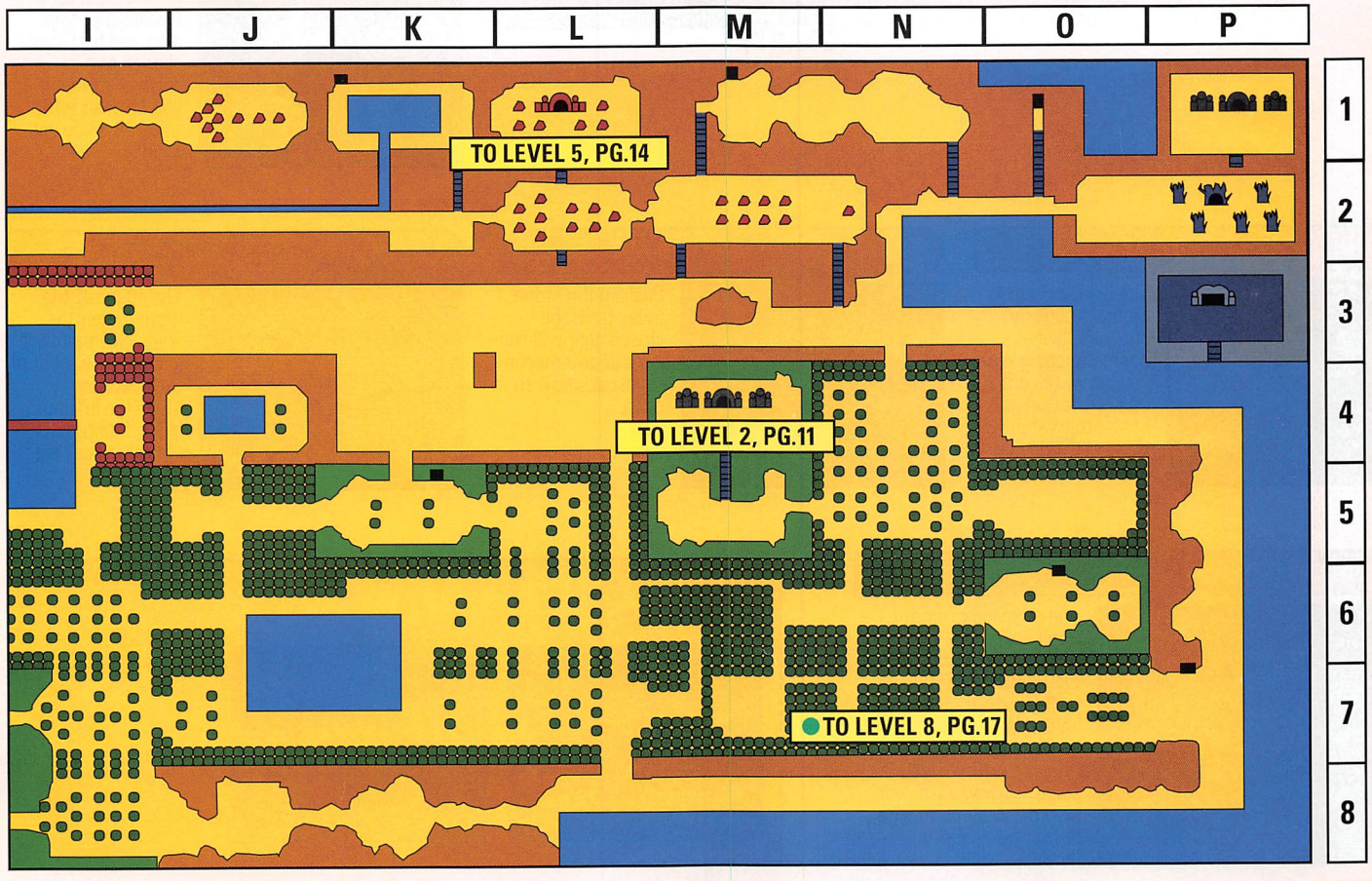


Your only hope for defeating a Zora is having a full life meter and flinging your sword at him, or using arrows. You have to be in position when he begins to surface. Then attack quickly.

FALLING ROCKS

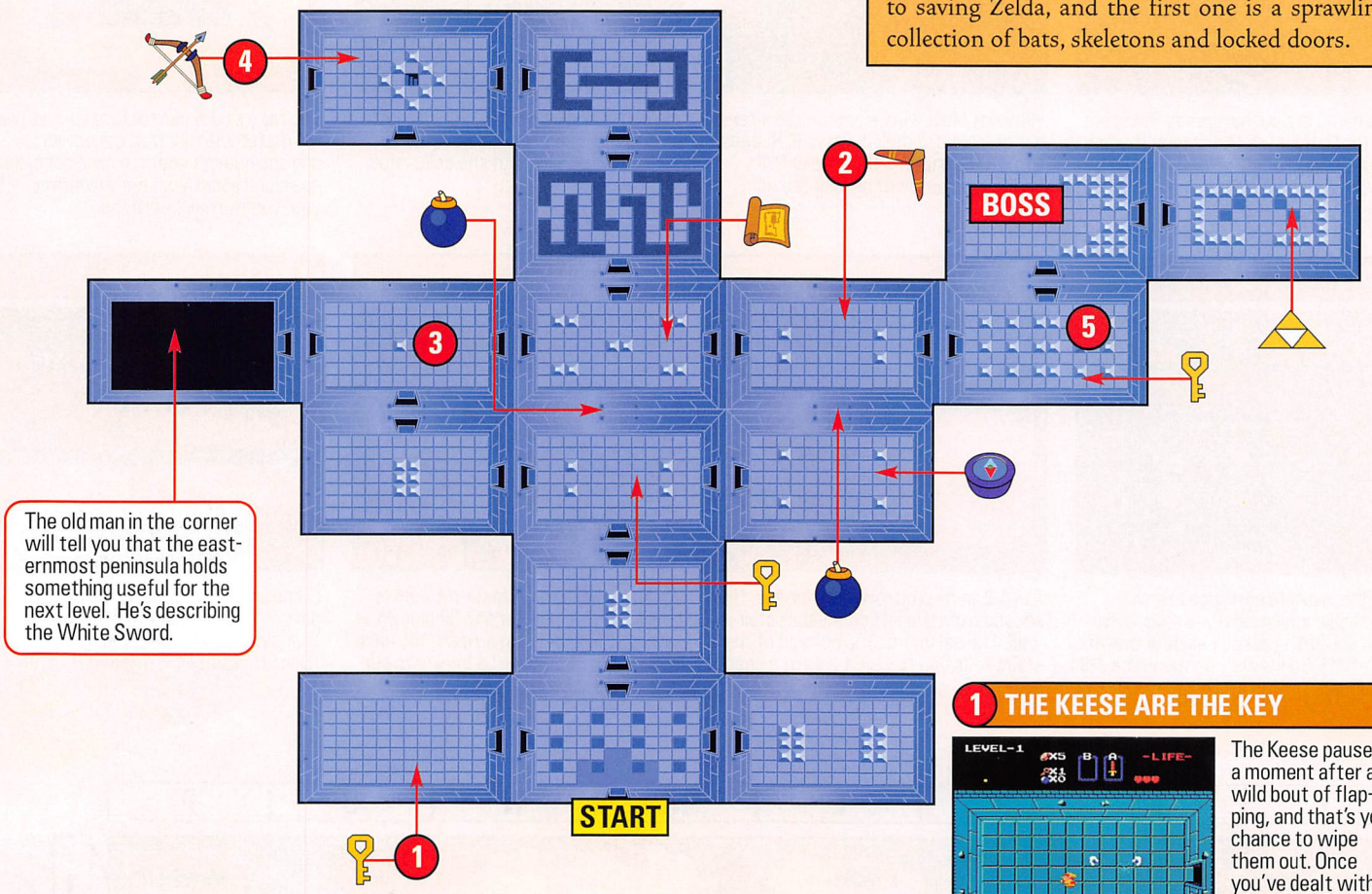


Sometimes discretion is the better part of valor. Translation: run like mad. Your sword won't help you against the falling rocks at I-1, J-1 and J-2.



LEVEL 1: EAGLE H-4

Claustrophobic? Well, get over it. You're going to be spending a lot of time in dungeons on your way to saving Zelda, and the first one is a sprawling collection of bats, skeletons and locked doors.



The old man in the corner will tell you that the easternmost peninsula holds something useful for the next level. He's describing the White Sword.

1 THE KEESE ARE THE KEY

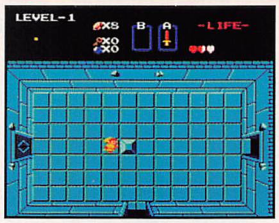
The Keese pause for a moment after a wild bout of flapping, and that's your chance to wipe them out. Once you've dealt with them all, a key will appear.

2 RIGHT BACK ATCHA



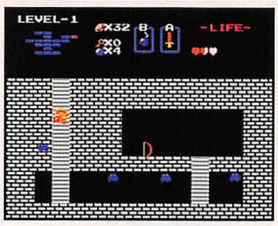
The Goriyas wander around aimlessly but toss their boomerangs right at you, so watch out. One of the Goriyas has a stopwatch that will freeze the rest in place.

3 PUT YOUR BACK INTO IT



Pushing the stone away from the closed door will trigger a secret mechanism, causing it to open.

4 BOW BEFORE ME



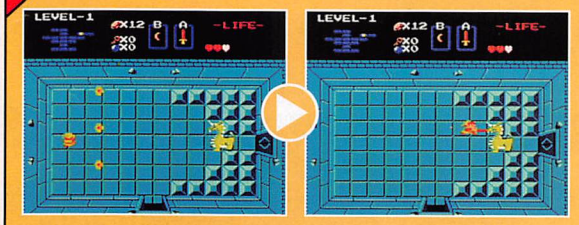
The edges of the room trigger the Traps. Set them off, dodge, and wait until they back away. Move the leftmost block, head downstairs, and get the bow.

5 WALLMASTERS



The room looks empty. Don't be fooled—ghostly disembodied hands will come out of the walls, and if they get hold of you, they'll take you back to the beginning of the level. Keep plugging away with your sword—Wallmasters go down pretty easily.

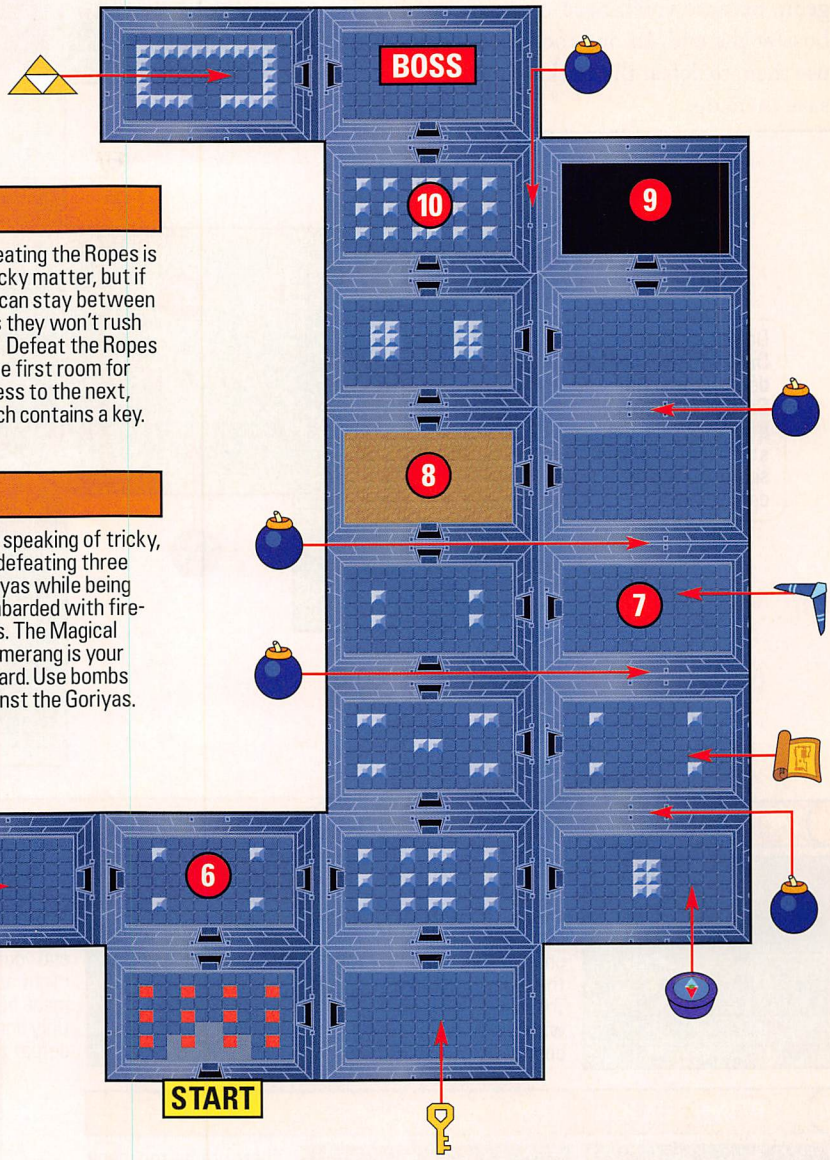
BOSS AQUAMENTUS



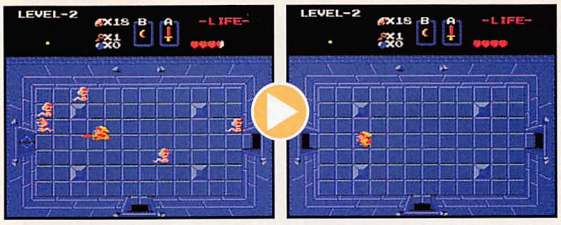
Get out of the way of Aquamentus, then plant a bomb at his feet. A couple of shots from your sword will finish him, and a Heart Container will extend your life meter.

LEVEL 2: MOON M-4

Bigger, more complicated and filled with tougher enemies, Level 2 is a doozy. Try blasting through walls. It's fun! And once you have the Magical Boomerang, things will get a lot easier.

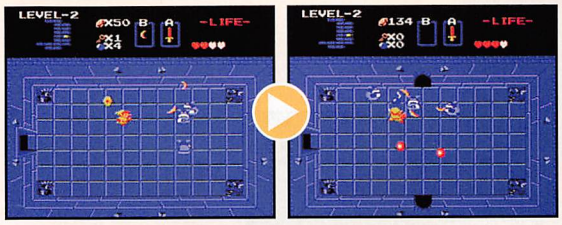


6 AGAINST THE ROPES



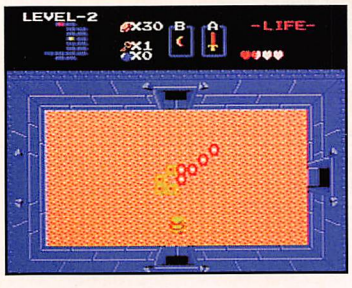
Defeating the Ropes is a tricky matter, but if you can stay between tiles they won't rush you. Defeat the Ropes in the first room for access to the next, which contains a key.

7 GET THE MAGICAL BOOMERANG



And speaking of tricky, try defeating three Goriyas while being bombarded with fireballs. The Magical Boomerang is your reward. Use bombs against the Goriyas.

8 FIGHT THE MOLDORM

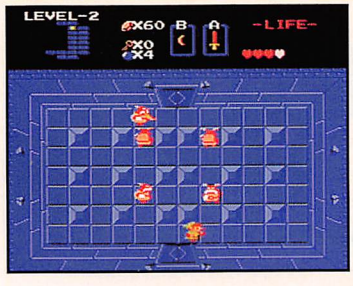


The Moldorm takes a while to fight, so be patient. Use bombs if you've got a few to spare, or sidestep and give it a stab or two before retreating. The Moldorm can wear down your life in a hurry if you get greedy during the fight, so play it safe.

9 TALK TO THE OLD MAN

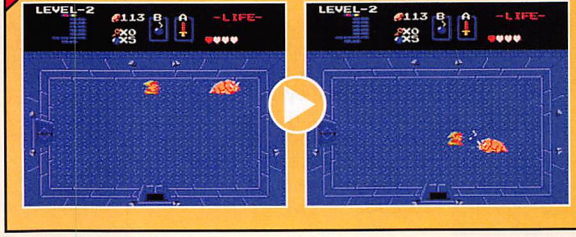
The elderly always have something to teach the young, and the gentleman at point 9 is no different. He'll tell you that Dodongo dislikes smoke. It's valuable information. Let's see . . . a weapon that makes smoke. . . .

10 GORIYAS EVERYWHERE



Thank goodness for the Magical Boomerang. Without it, a room full of Goriyas would be a real headache. As it is, you can use the room's cover to take up a good sniping position, freeze the Goriyas with the Magical Boomerang, and finish them with your sword.

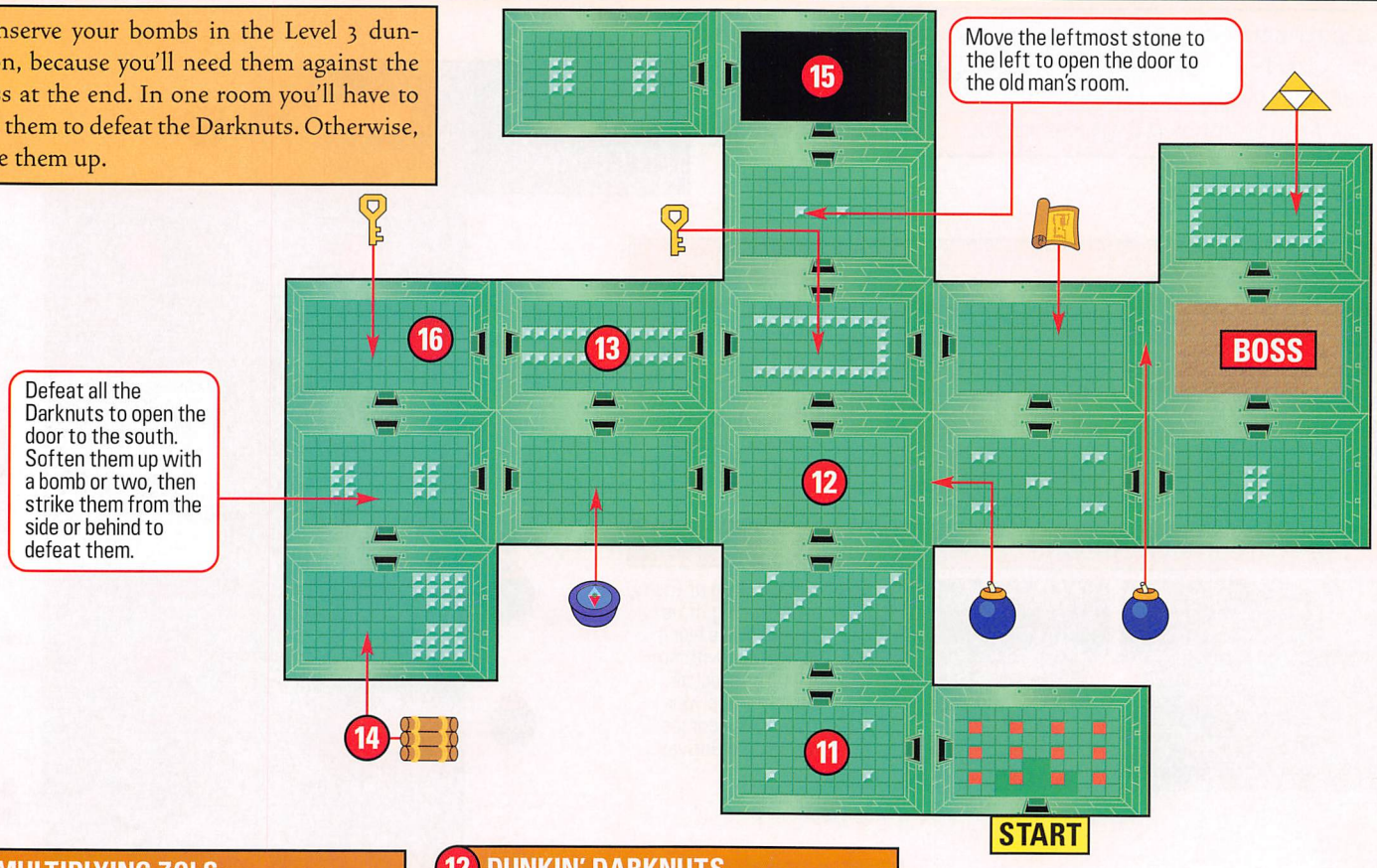
BOSS DODONGO



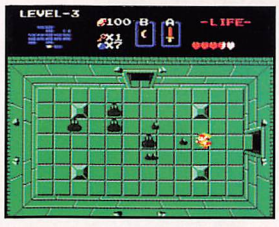
We know he doesn't like smoke, so what do we have that makes smoke? A bomb, of course! Put one right in Dodongo's maw: he'll eat it. Two bombs should do it.

LEVEL 3: MANJI E-8

Conserve your bombs in the Level 3 dungeon, because you'll need them against the boss at the end. In one room you'll have to use them to defeat the Darknuts. Otherwise, save them up.

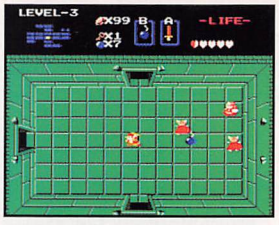


11 MULTIPLYING ZOLS



When a Zol sustains damage, it splits into two Gels. Take out the Zols one by one to avoid filling the room with Gels. Try a quick one-two with the sword and boomerang.

12 DUNKIN' DARKNUTS



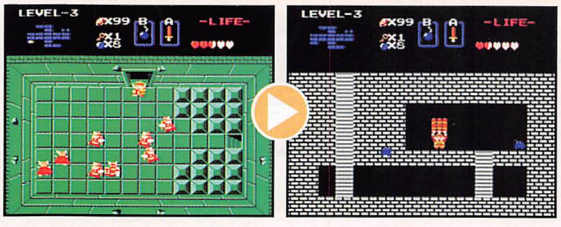
Darknuts are tough cookies, no question. They shrug off your boomerang, and your sword might as well be made of balsa wood. Only bombs can defeat them.

13 BOMB-DIGGETY



If you run out of bombs while fighting the Darknuts, defeat all the bats with your boomerang to earn four more.

14 GETTING THE RAFT

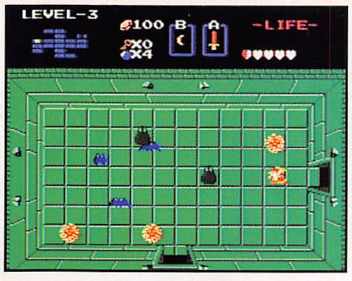


There are far too many Darknuts to defeat at the top of the stairs, so time your movement well and run past them. The room at the bottom of the stairs contains a raft for you to use later.

15 TELL ME ABOUT THE WHITE SWORD, GRANDPA

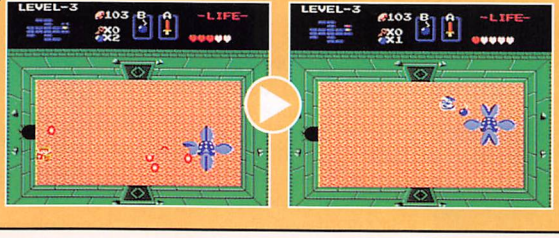
The old man will spill his guts about the location of the White Sword. He'll tell you that another old man at the top of a waterfall is holding it.

16 BUBBLES AREN'T FUN



There's an awful lot to worry about in this room: Zols, Keese and Bubbles. The Bubbles are especially frustrating, because they don't take damage, but they keep you from doing any. Focus on the Keese first. Then move on to the Zols.

BOSS MANHANDLA

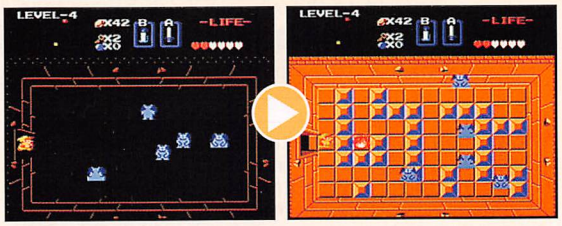


Save your bombs for the boss—you'll need to put a bunch of them in his face to defeat him. The Blue Candle comes in handy during the fight; use it if you've purchased it.

LEVEL 4: SNAKE F-5

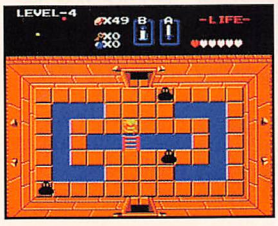
This place goes on an on, and somebody seems to have forgotten to pay their dungeon electricity bill. You'll need the Blue Candle to light your way, and plenty of bombs to take out the Gleeok.

17 CANDLE POWER



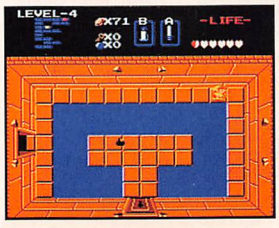
Use the Blue Candle to start a raging bonfire and light up the room. Dark rooms are too difficult to navigate without it, so don't be shy with the flame.

18 USE THE LADDER



The ladder lets you cross narrow waterways. It's perfect for moments when you don't feel like fighting your way along the slippery tile.

19 GETTING THE MAP



The map is especially useful in this labyrinth of a dungeon, so if you didn't have this handy guide, it would be worth taking a detour to get it.

20 GET PAID TO BLOW THINGS UP



By blowing things to smithereens, you'll be able to collect a handful of Rupees.

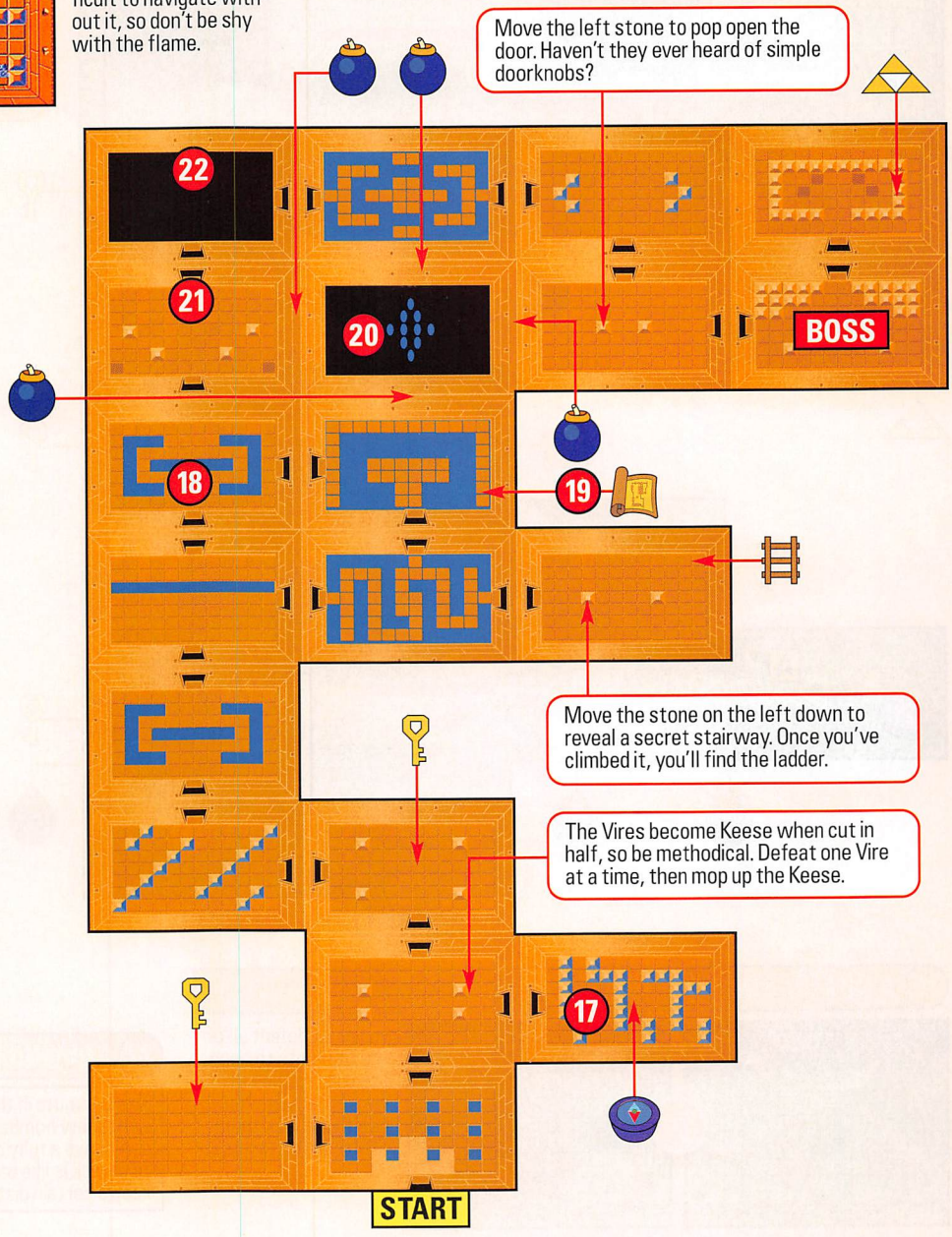
21 MANHANDLA, PART II



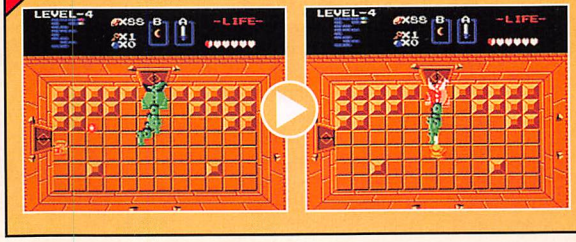
The multilimbed menace is back, and he's still hard to touch with your sword. So close in with bombs to finish him off.

22 ADVICE FROM YOUR ELDERS

The old man will tell you where to go when you finish the level. Sure, he looks like he's never left Level 4, but evidently he takes a walk outside every so often.



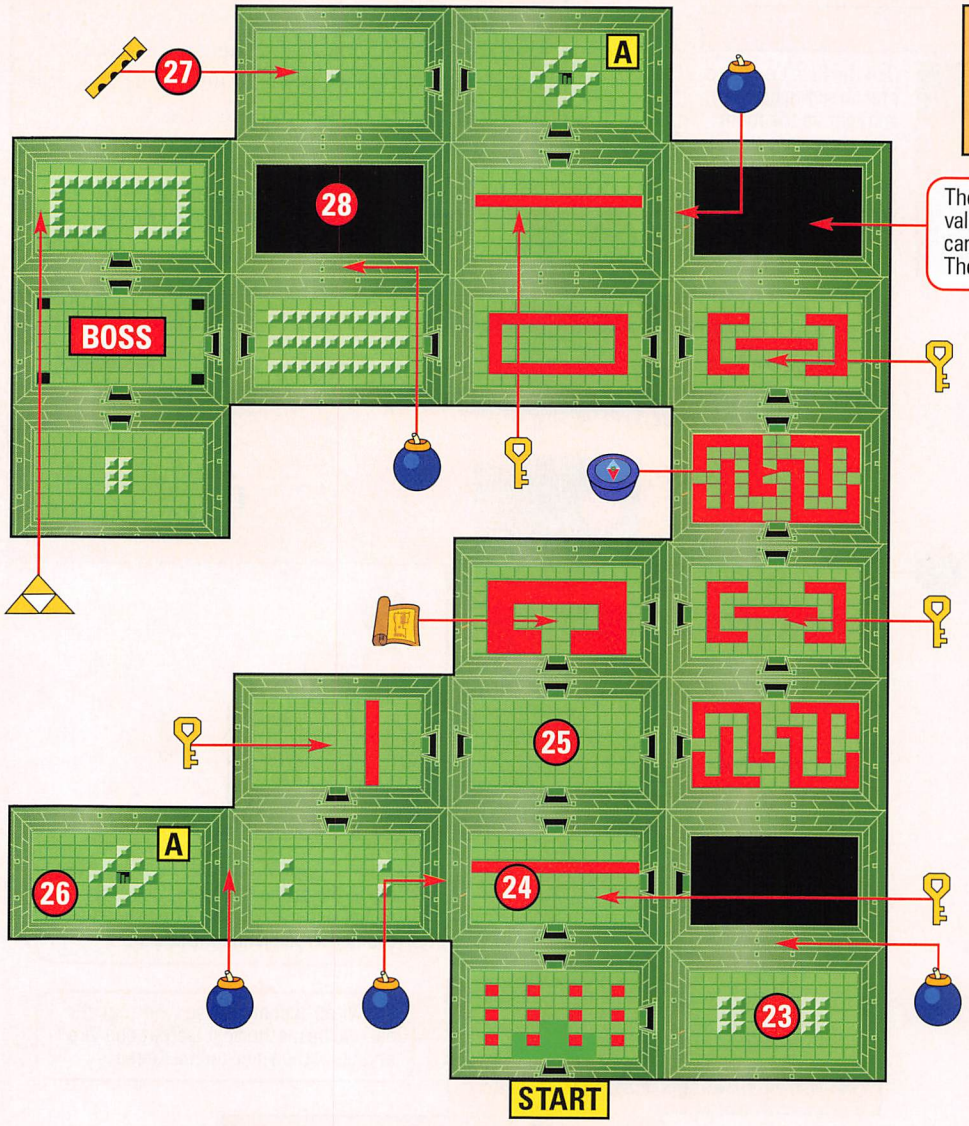
BOSS 2-HEADED GLEEOK



The two-headed Gleeok is a big, green pain in the neck. Use your bombs as often as possible, or the beast will take you apart as you close in with your sword.

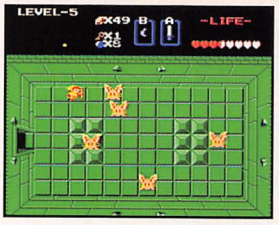
LEVEL 5: LIZARD L-1

There are two stages to the level, and the first is a shortcut to the whistle. Both routes take you through a whole army of Darknuts, so bring plenty of bombs with you.



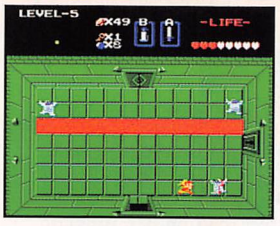
The old man beckoning from the shadows has a very valuable gift to offer: he will increase Link's bomb-carrying capacity for the paltry sum of 100 Rupees. There's no such thing as too many bombs on Level 5.

23 BIG, SENSITIVE EARS



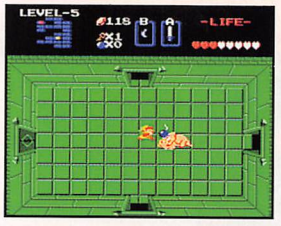
You can defeat the Pols Voices with your sword or with a sharp sound, like that of your whistle. Your arrows will take them out in one shot, too.

24 EASY TO BEAT, HARD TO SPELL



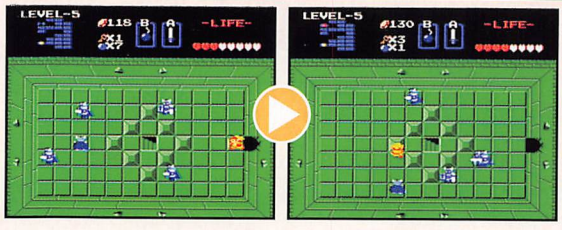
The Gibdos are easy to beat, but they'll withstand four hits each from your sword. Take care of the ones on your side of the room, then cross over to wipe out the rest.

25 EAT THIS!



The Dodongos are impervious to anything except your explosives. Feed them two bombs apiece to open the door to the north.

26 A NOT-SO-SIMPLE SHORTCUT



You must defeat all of the Darknuts to open the path to the stairway. Enter with full health and pick them off from a distance.

27 GETTING THE WHISTLE

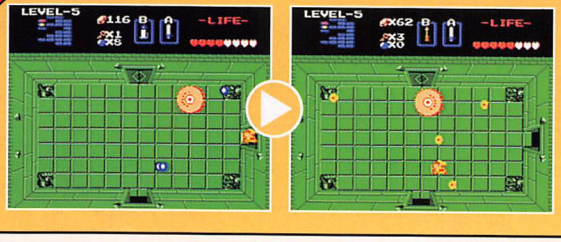
The Darknuts in the room are easiest to defeat if you soften them up with a few bombs first, then finish them with your sword. Assuming you don't have a fully charged sword, getting around to their sides and backs to attack is like ballroom dancing—you have to let the Darknuts lead, and keep a certain distance from them.

28 STRAIGHT AS AN ARROW



The old man tells you that a certain power is in the arrow. He's trying to clue you in to both the Pol Voices' and Digdoggers' vulnerability to your arrow attacks. Easy for him to say. He doesn't have to run in and try to defeat the boss.

BOSS DIGDOGGER

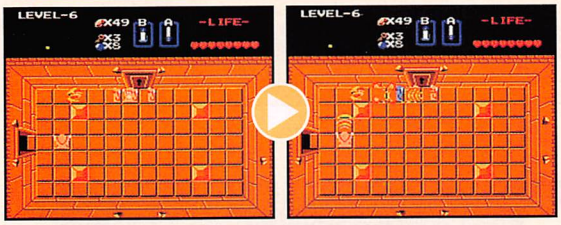


Digdogger is invulnerable until you blow the magic whistle in his face. Then he becomes a smaller orb. You can finish him with a few direct hits from your bow.

LEVEL 6: DRAGON C-3

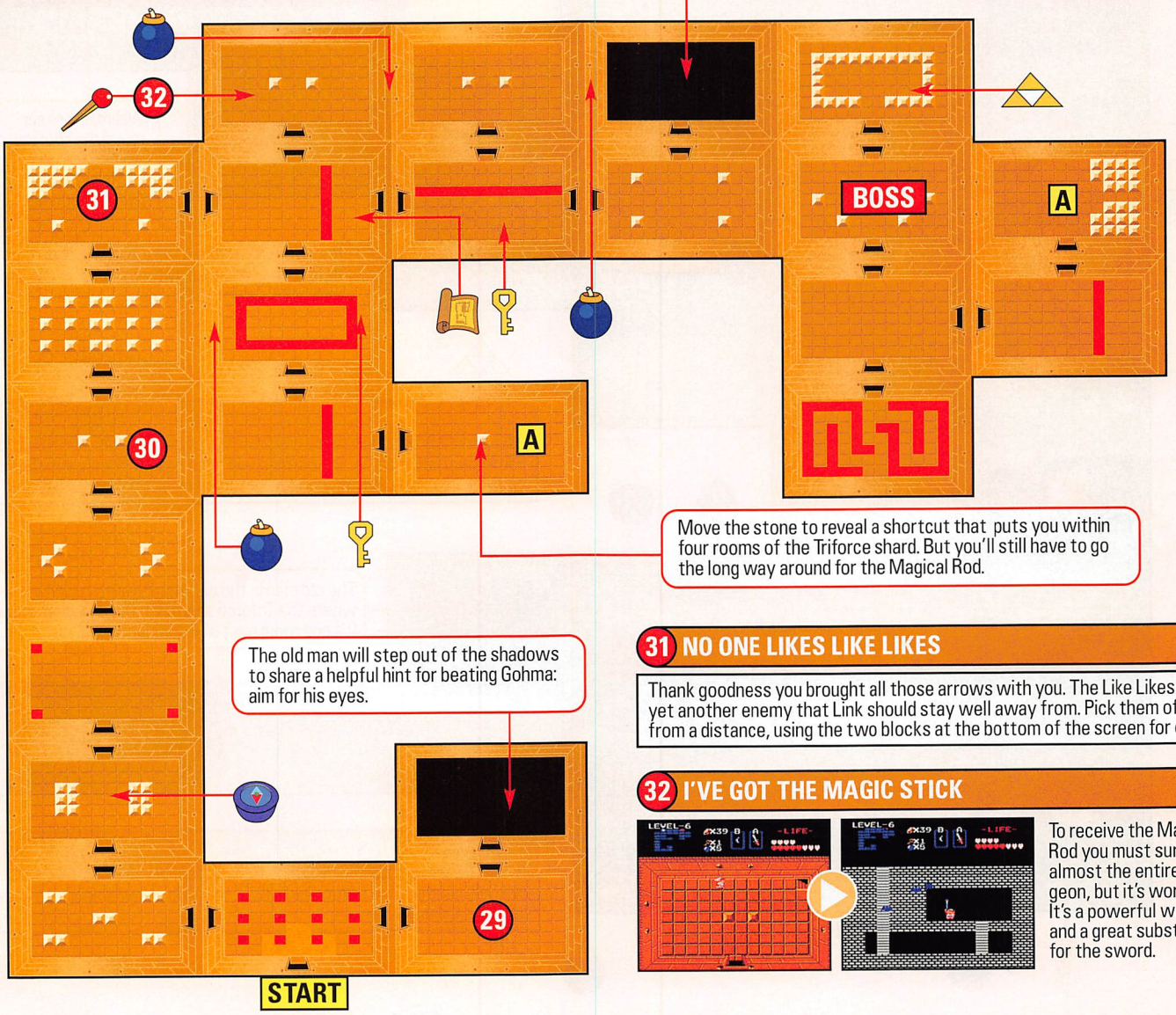
Level 6 introduces you to magic. Wizzrobes, which appear and disappear at will, are your primary enemies. A direct hit from one will cost three hearts, but victory will give you the Magical Rod.

29 WIZZROBES: HOW NATURE SAYS "DON'T TOUCH"



Two types of Wizzrobes patrol the room, and both the red and the blue varieties are worth staying away from. Use your bow and arrows to combat them from a safe distance.

You can avoid the old man in this room completely. He'll tell you where Level 7 is, but that's why you have this guide, isn't it?



Move the stone to reveal a shortcut that puts you within four rooms of the Triforce shard. But you'll still have to go the long way around for the Magical Rod.

The old man will step out of the shadows to share a helpful hint for beating Gohma: aim for his eyes.

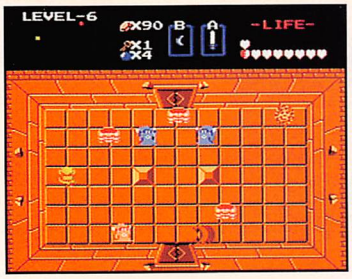
31 NO ONE LIKES LIKE LIKES

Thank goodness you brought all those arrows with you. The Like Likes are yet another enemy that Link should stay well away from. Pick them off from a distance, using the two blocks at the bottom of the screen for cover.

32 I'VE GOT THE MAGIC STICK

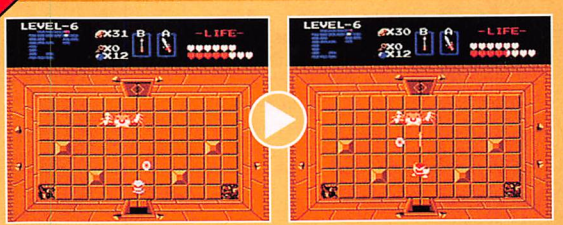
To receive the Magical Rod you must survive almost the entire dungeon, but it's worth it. It's a powerful weapon, and a great substitute for the sword.

30 WIZZROBES, LIKE LIKES AND BUBBLES



Along with Wizzrobes and Like Likes, this room features Bubbles, which are invulnerable and rob you of your attacks. Fight the Wizzrobes first, then concentrate on the Like Likes. It's a tough room—keep moving to the lines of tile that are Wizzrobe-free.

BOSS GOHMA

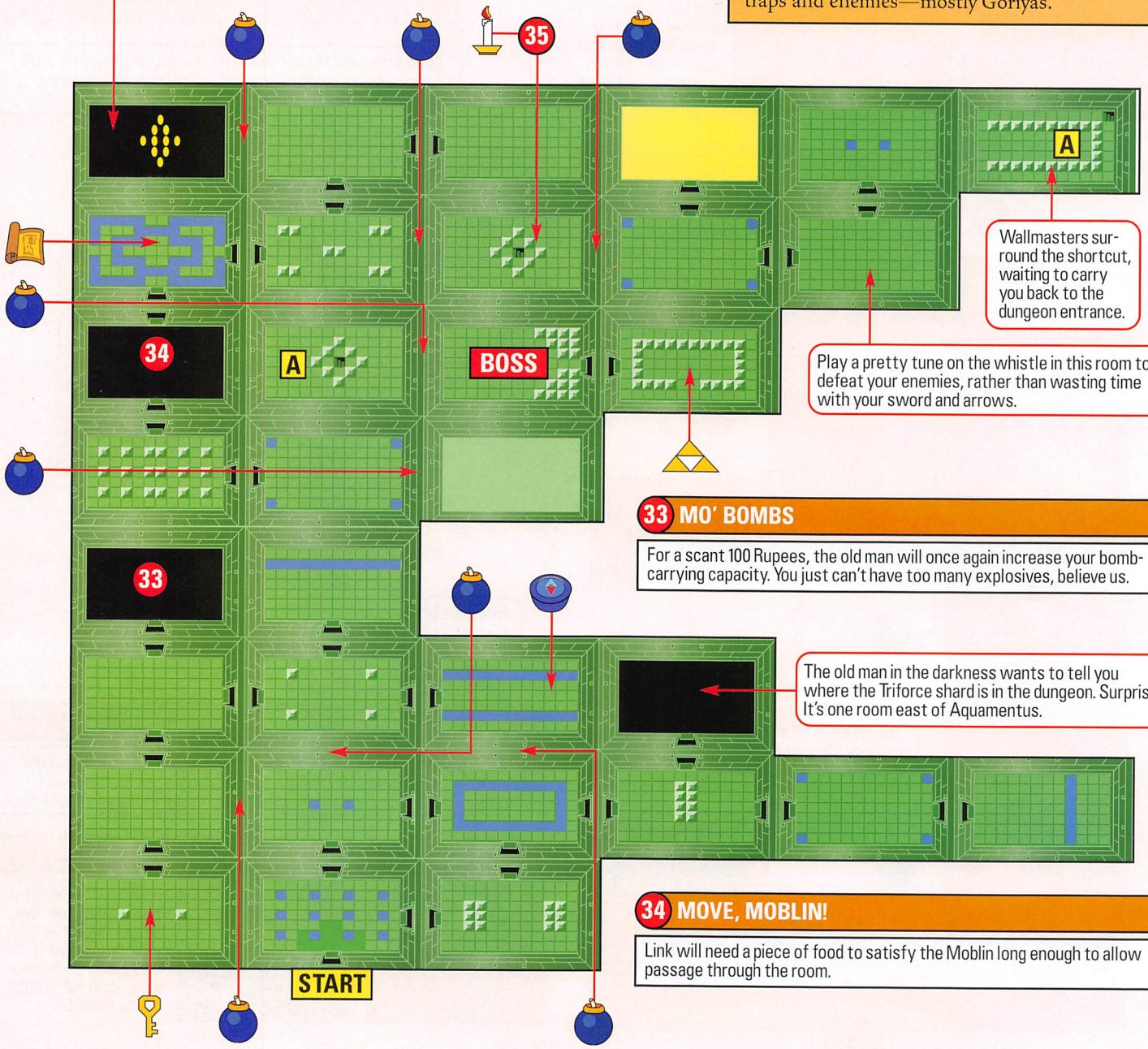


You can defeat Gohma only when his eyes are open. When he peeps out at you, stick him with an arrow. Use the blocks in the room as cover from his attacks.

LEVEL 7: DEMON C-5

It's tough not to use all your bombs early, but if you can, save one to gain access to the upper-left room. It holds many Rupees.

Link blows the magic whistle and a small pond suddenly empties, leaving a dry riverbed and a stairway down into Level 7. The dungeon is full of traps and enemies—mostly Goriyas.



Wallmasters surround the shortcut, waiting to carry you back to the dungeon entrance.

Play a pretty tune on the whistle in this room to defeat your enemies, rather than wasting time with your sword and arrows.

33 MO' BOMBS

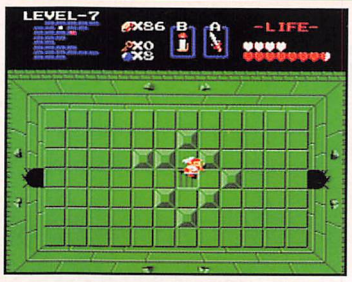
For a scant 100 Rupees, the old man will once again increase your bomb-carrying capacity. You just can't have too many explosives, believe us.

The old man in the darkness wants to tell you where the Triforce shard is in the dungeon. Surprise! It's one room east of Aquamentus.

34 MOVE, MOBLIN!

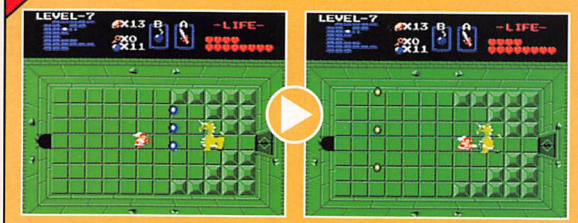
Link will need a piece of food to satisfy the Moblin long enough to allow passage through the room.

35 GETTING THE RED CANDLE



Link must defeat all the enemies in this room to open the passage that leads down to the Red Candle. Use your bow to attack from a safe distance. Once you have the Red Candle, you can use it much as you would a bomb.

BOSS AQUAMENTUS

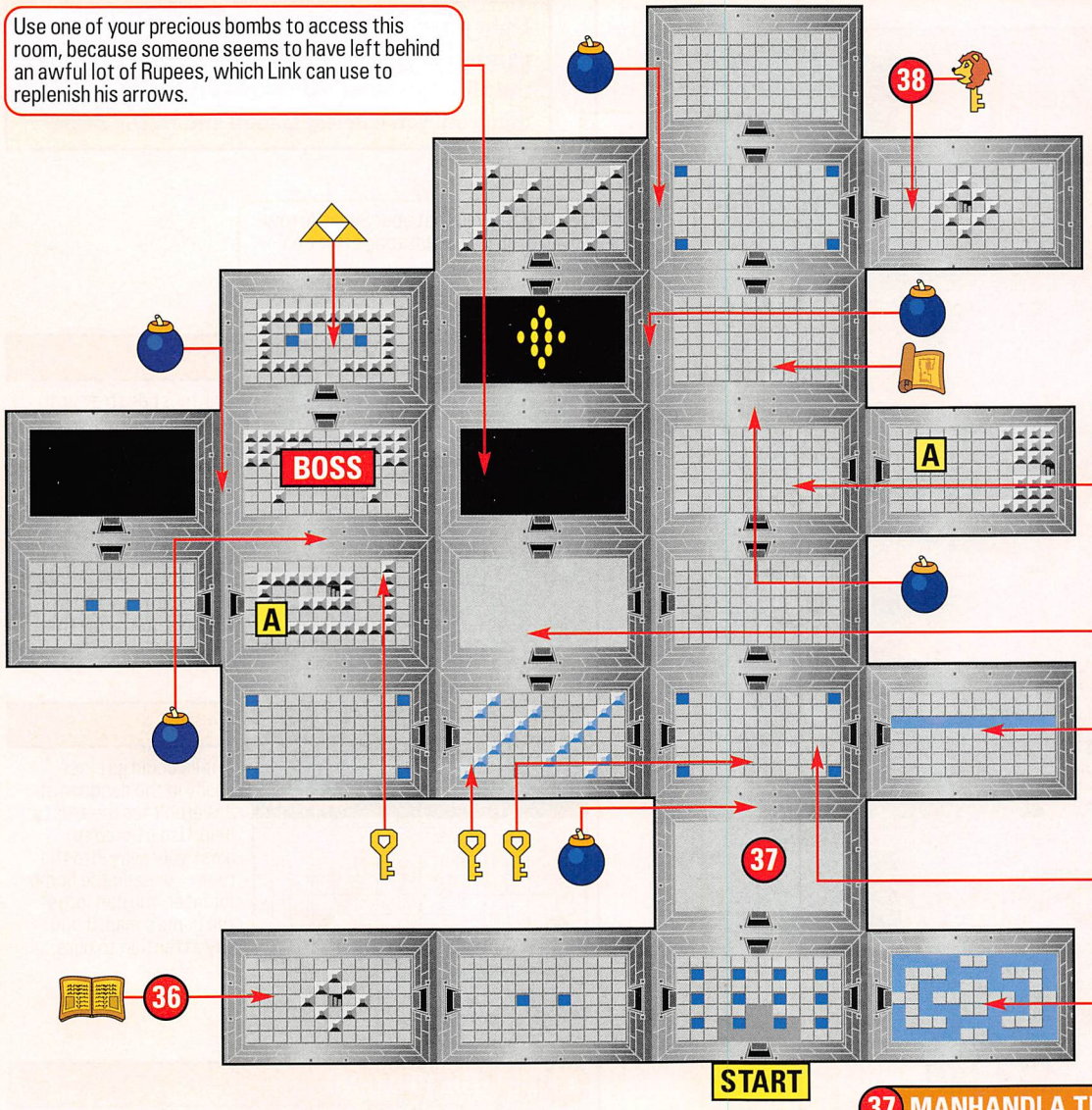


Aquamentus is back, and badder than ever. But he still can't handle bombs, nor attacks from the Red Candle. You're heavily armed by now, so put away that boomerang.

LEVEL 8: LION N-7

Use one of your precious bombs to access this room, because someone seems to have left behind an awful lot of Rupees, which Link can use to replenish his arrows.

The bad news: Level 8 requires you to blast through several walls, and you'll need a couple of bombs to beat the Manhandlas in the rooms adjacent to the entry. The good news: The Book of Magic is only one room away.

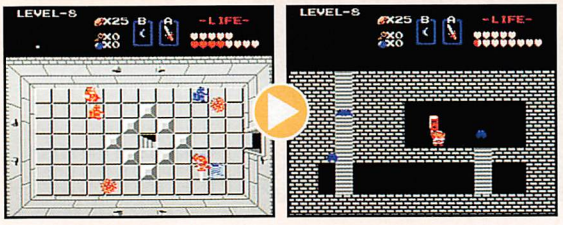


Link will have to defeat all the Darknuts to access the shortcut in the next room. It's best to enter with bombs, arrows or a full health meter so you can attack from a distance.

You'll need to have a lot of Rupees on hand to fire enough arrows to defeat Gohma, who makes a return appearance. Remember—his eye is his vulnerable spot.

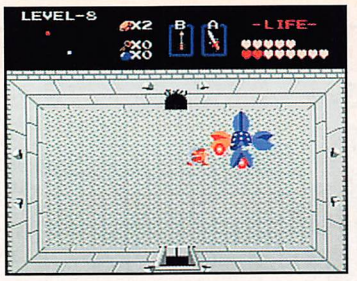
The room is full of Stone Statues, which fire beams of energy while you try to beat the Darknuts. Deliver a couple of bombs, then retreat to the safety of the doorway.

36 A LITTLE LIGHT READING



You will have to take on a room full of Darknuts, Gibdos and Bubbles. Remember, the Bubbles can't hurt you; they only take away your sword for a moment. But that doesn't mean you can't plant bombs or shoot arrows.

37 MANHANDLA THIS, PAL



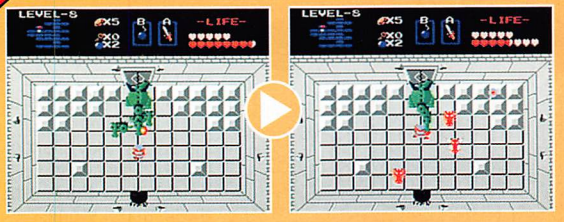
The Manhandla's a big baby. He spins around roaring and shooting beams of energy at you, but if you can plant a bomb right in his middle, he'll go down like a narcoleptic. Don't be intimidated.

38 GET RID OF YOUR BIG KEY RING



Enough of those rinky-dink keys that can open only one door. Now you have the Magical Key, which Link can use over and over. It can open all locked doors.

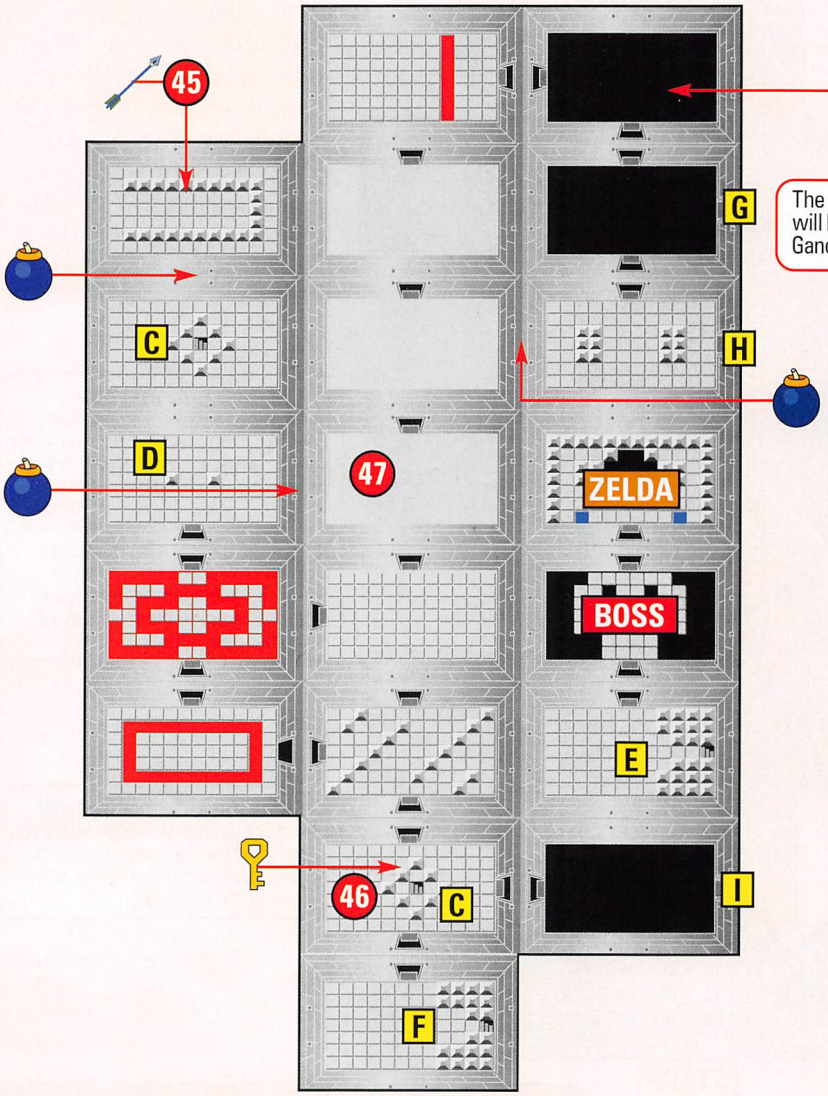
BOSS 3-HEAD GLEEOK



The heads will come off the Gleeok when you attack with your sword, then they'll fly around until you've dealt with the torso. Dodge the heads and plant a bomb on the body.

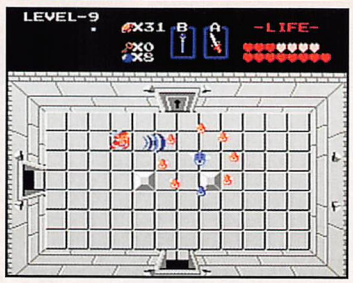
LEVEL 9: DEATH MOUNTAIN F-1

Fight your way past Patras, Wizzrobes—the whole pantheon of dungeon enemies, really—to acquire the Silver Arrow and the Red Ring. In this, the last dungeon, you'll defeat Ganon and rescue Zelda.



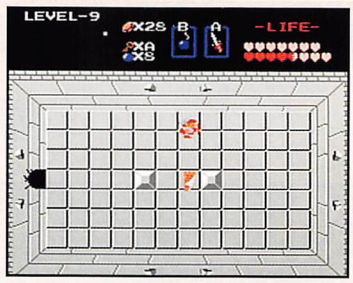
The old man will tell you that your Silver Arrow will have a particularly devastating effect on Ganon.

41 FLYING EYEBALLS



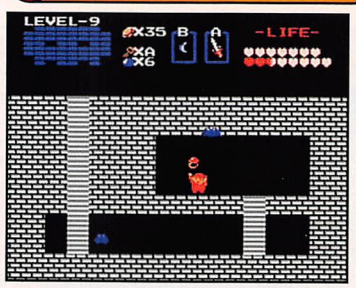
Link must destroy both the large Patra and the group of smaller ones around it. Use your arrows to defeat the smaller Patras, then close in on the larger with the candle or your sword. You must defeat all the Patras to open the door to the north.

42 PULL OVER FOR DIRECTIONS



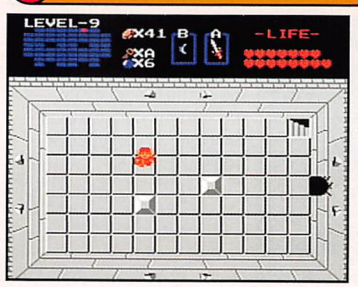
A fella could get lost easily in the dungeon, if it weren't for the trusty map. Use a bomb to blast your way into the room—or save the bomb for later. You can forgo the game's map, if you pay attention to ours.

43 GET THE RED RING



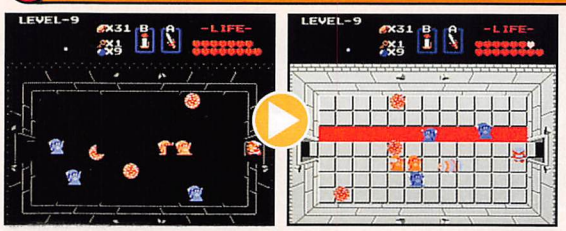
The Red Ring gives you the satisfaction of knowing that the damage you sustain from your enemies is one-fourth what it was at the beginning of the game. Pick the enemies off with your arrows to gain access to the stairwell.

44 HIDDEN PASSAGE



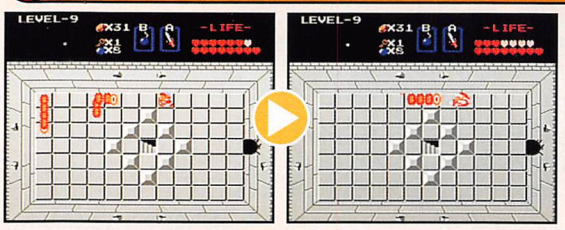
By pushing down the stone on the left (is it us, or does it always seem to be the stone on the left?), you'll open a stairway in the far corner of the room that leapfrogs roughly eight dangerous rooms. It's a handy shortcut.

39 WIZZROBES GO WHERE THEY PLEASE

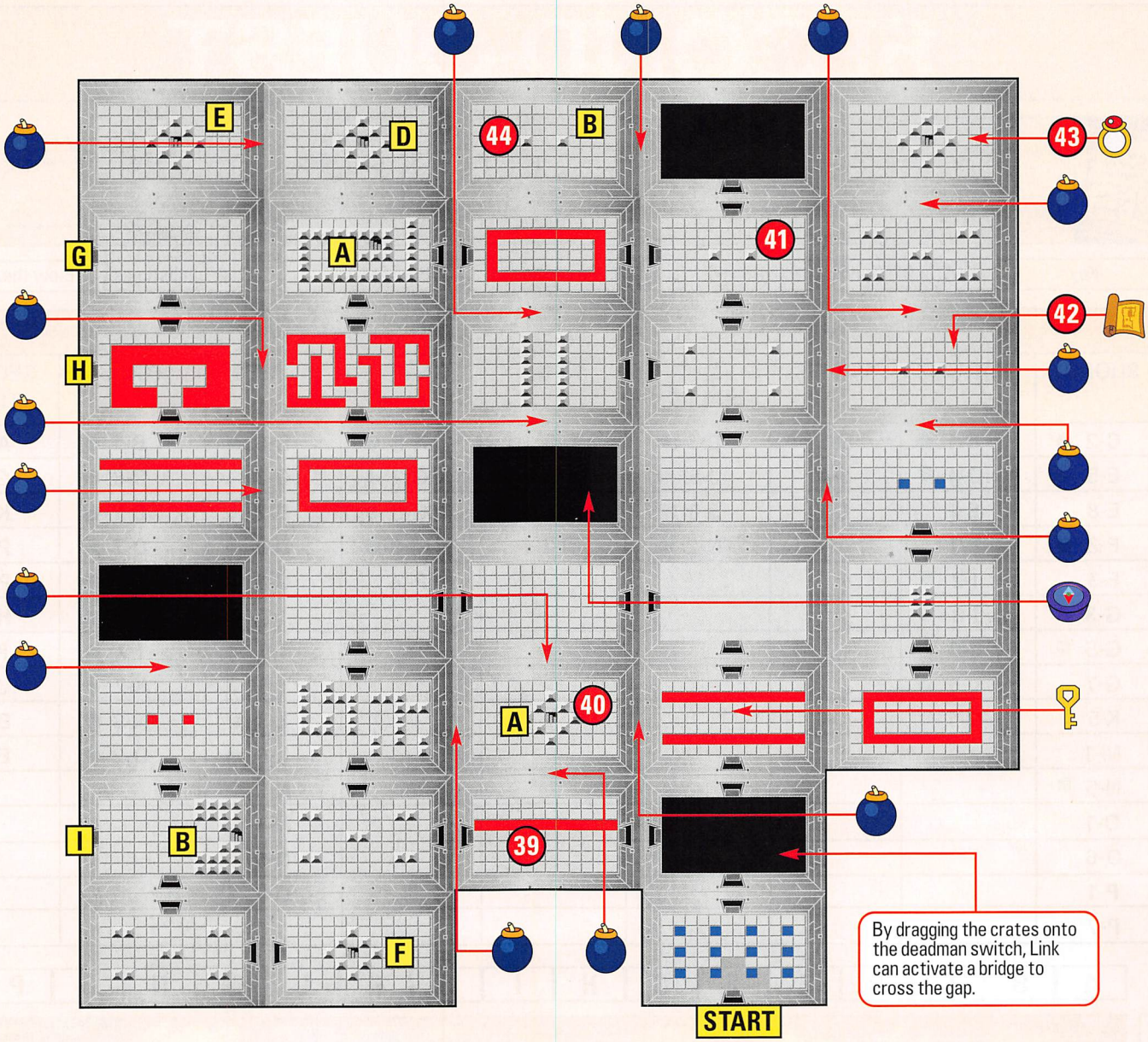


Thank goodness you have the ladder to cross the fiery moat, because the Wizzrobes just float right over it. They attack in straight lines, so don't share a row of tiles with them.

40 BUGS IN THE STAIRWELL

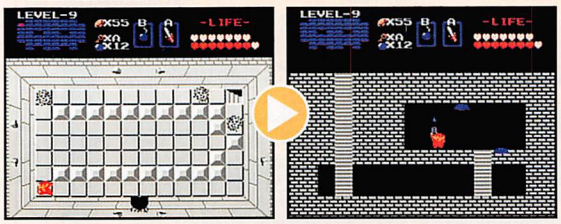


Your sword will easily defeat the creepy-crawly enemies guarding the stairs. One word of caution about Moldorms: they change direction suddenly. Defeat them, then push the leftmost stone.



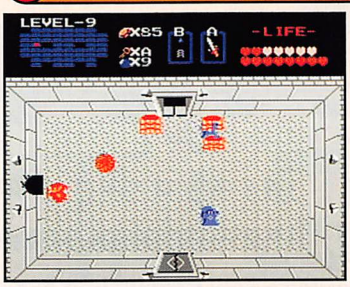
By dragging the crates onto the deadman switch, Link can activate a bridge to cross the gap.

45 THE SILVER ARROW



You must have the Silver Arrow to defeat Ganon. So take care of the Wizzrobes, then push the middle block in the vertical column to reveal the passageway that leads to the arrow.

47 BOMB YOUR WAY TO GANON

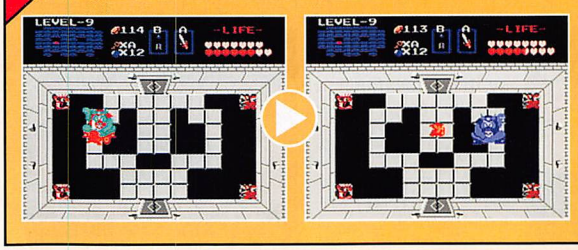


Make your way past the enemies in the room as efficiently as possible. It's important that you save up your health for Ganon. Blow a doorway into the room, and defeat the Like Likes from a distance.

46 ONE-WAY DOORS

There's no turning back now. To the north of the room you found through the passageway, the doors begin to slam shut after you enter. Make sure you've collected what you need before going much farther.

BOSS GANON



Ganon will be invisible, so you'll have to keep stabbing blindly. When you hit, he'll appear, stunned. Strike with the magic sword four times, then fire your Silver Arrow to win.

SECOND QUEST



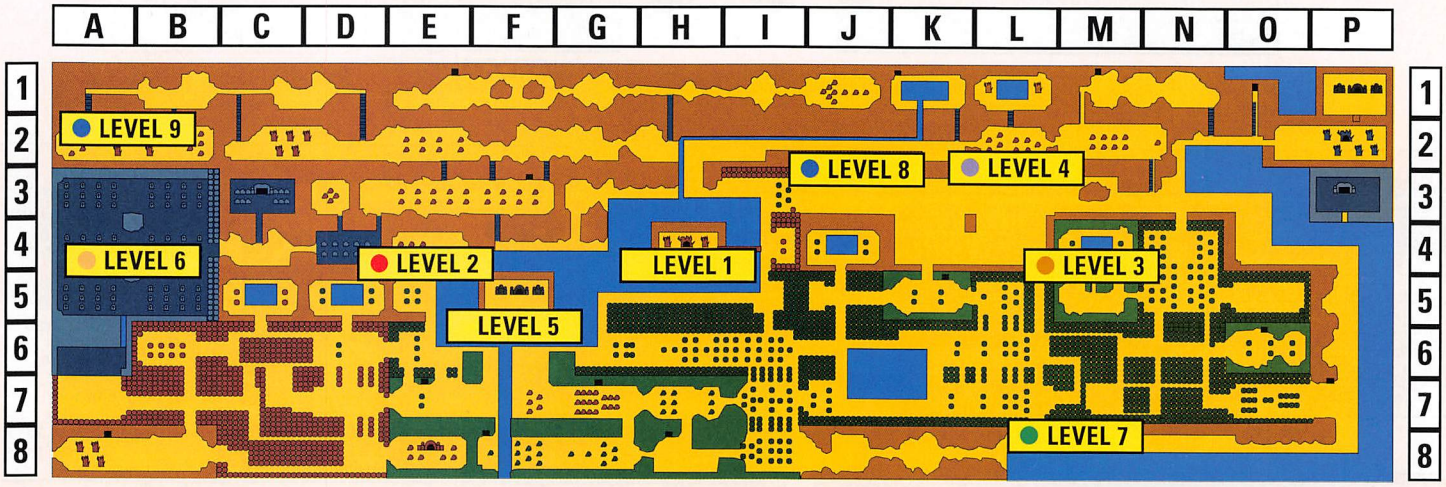
Link's second time around is even harder. On his second quest, enemies appear earlier, fight smarter and hit harder than they did the first time. And just when you thought you knew where everything was, it's all been rearranged. Play smart: be conservative.

The Legend of ZELDA

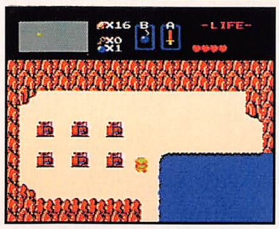
Key	Move the Armos	Use bombs	Use candles	Push rocks	Push tombstones	Blow the whistle

GETTING AROUND

SHOPS	POTIONS	FAIRIES	WARP HALLS	INFO	GAMES	RUPEES	FINES	SECRET ITEMS
C-2	C-1	D-5	D-3	A-8	A-2	B-6	B-1	A-3
E-5	D-4	J-4	J-5	F-8	G-2	C-3	C-8	G-1
E-8	E-1	L-1	J-8	K-2	G-8	D-2	D-1	K-4
F-2	E-7		N-2	M-2	M-8	D-6	D-7	P-3
F-3	I-2				P-2	G-6	E-2	P-6
G-3	I-8					I-3	H-1	H-8
G-5	J-3					I-5	I-7	K-1
G-7	L-5					I-6	K-7	J-1
K-5	N-1					L-3	N-8	B-2
M-1						L-6	O-2	E-3
N-5						N-3		
O-1						N-4		
O-6						O-5		
P-1						O-7		
P-7								

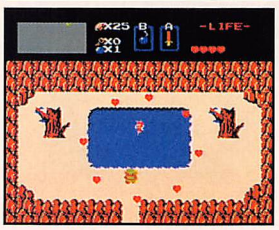


END OF THE WORLD AS WE KNOW IT



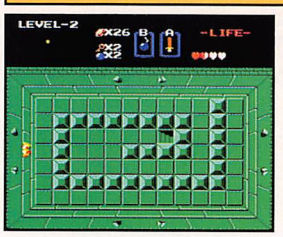
The entrance to each level has switched locations, and the secret items are in new spots. Use our handy chart to avoid wandering aimlessly.

ONE MORE FAIRY



The enemies are harder to fight on his second quest, but there's an additional fairy to heal Link, in the mountains above the entrance to level 4.

INVISIBLE DUNGEON DOORS

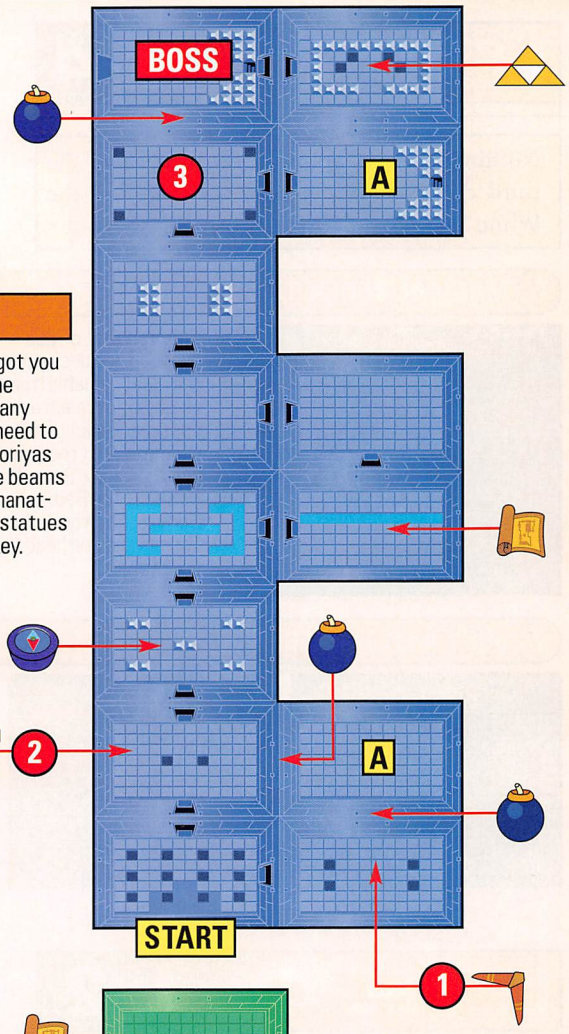


It was hard enough to find your way deep in the bowels of the earth. But now some doors between rooms are invisible, and some allow travel in only one direction.

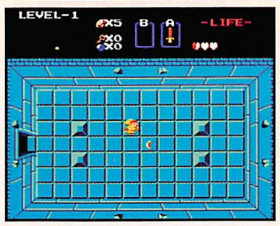
LEVEL 1 H-4

The first level is your chance to grab the boomerang, a Heart Container and the first Triforce piece. Here we go again.

Arrow Key
Both Ways
One Way

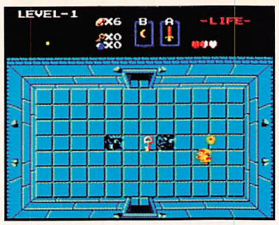


1 THE BOOMERANG, BACK AGAIN



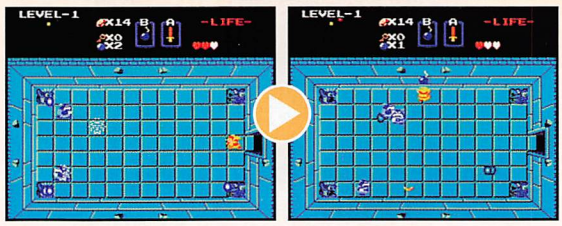
You may have forgotten how useful the boomerang is. Defeat all five Goriyas to grab the combination item collector/enemy freezer, then blast your way north.

2 KEY TO THE CASTLE



Aha, you forgot you don't have the Magical Key any more! You'll need to defeat the Goriyas and avoid the beams of energy emanating from the statues to grab the key.

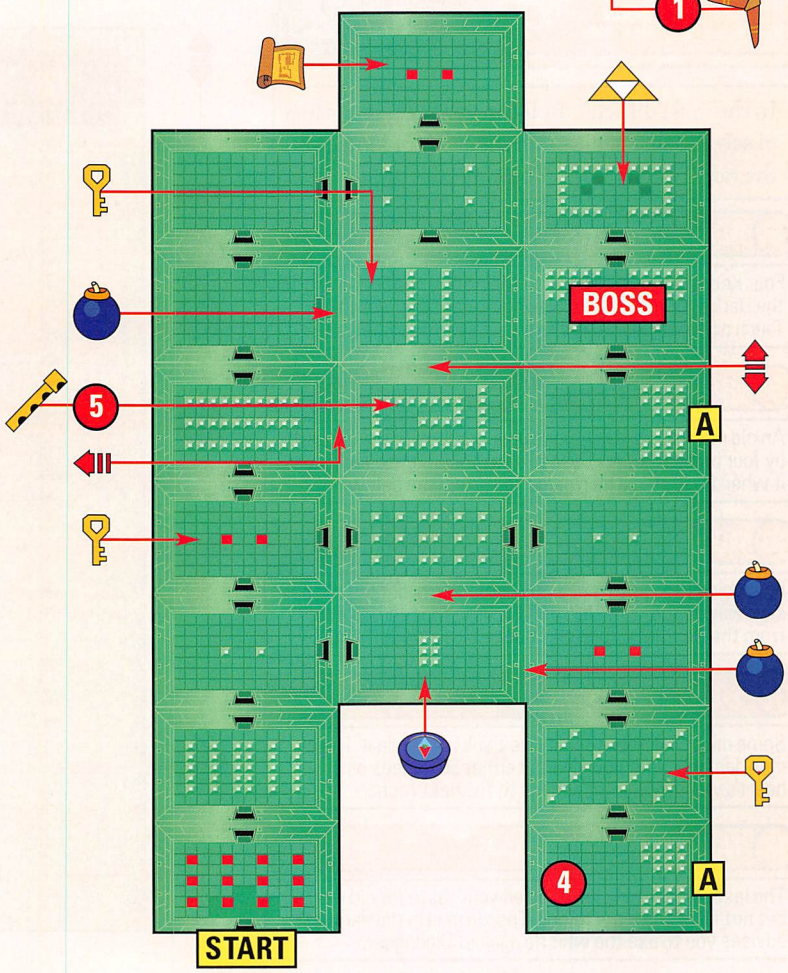
3 USE A BOMB TO GET TO THE LEVEL BOSS



Blow a hole in the northern wall to reach Aquamentus. He's best attacked from the left side of the room, at a distance. If you don't have full health, wait for his attack then dash in to strike.

LEVEL 2 E-4

Make sure you have the White Sword before attempting Level 2. The dungeon features your first invisible doors and the magic whistle.

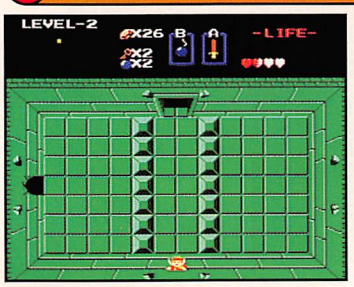


4 THE BACK WAY TO THE BOSS



The Gibdos guard a shortcut to the Two-Headed Gleeok protecting the Triforce Shard. If you take them on, you'll receive only five Rupees. Save your strength. Make a beeline for the stairs and move on in the interest of time and energy.

5 WHISTLE IN THE DARK

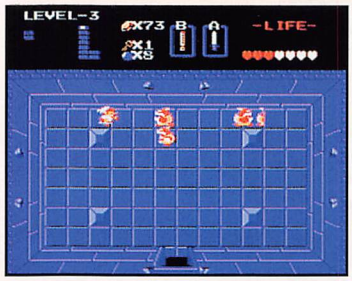


In the bottom-right room on the map, pass through your first invisible door. Destroy the Keese guarding the whistle, then exit through a one-way invisible door to the west.

LEVEL 3 M-4

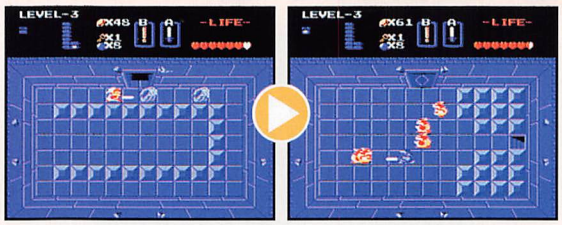
Nothing is where you'd expect it to be in the third dungeon. If you keep the map and the White Sword handy you'll finish quickly.

6 MAGICAL BOOMERANG, RETURN TO ME

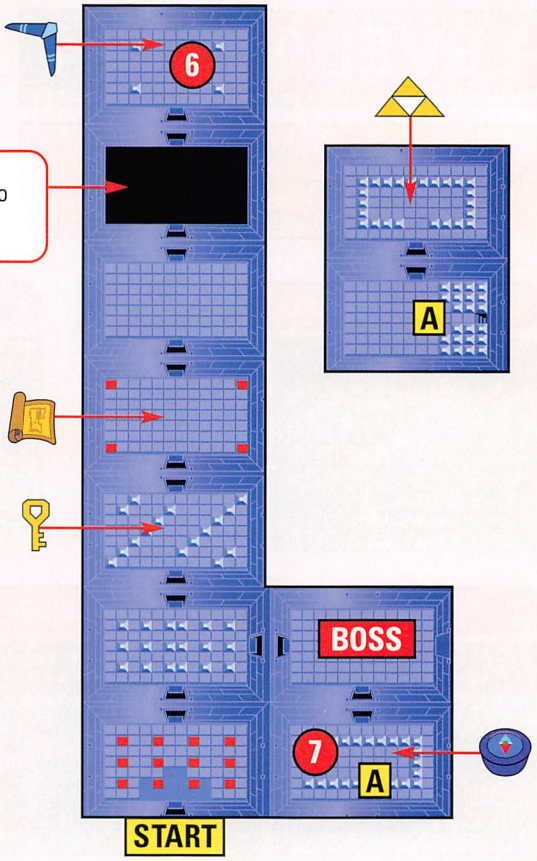


The architect of this dungeon decided to put the most valuable item as far out of reach as possible. Travel to the northernmost room and use the White Sword to finish off the Red Goriyas. Then grab the boomerang and head south again.

7 JUST A LITTLE FARTHER



You'd expect your reward to be in the room after the boss. Too bad. Push the middle block of the vertical column to open a short-cut. Beat the Goriyas to grab the key and the Triforce stone.



LEVEL 4 L-2

In the most difficult dungeon so far, there are lots of secret doors, along with the Book of Magic and the raft. Watch out for one-way passages.

8 READING IS MAGICAL

Four Keese defend the Book of Magic, but that's nothing. It's the Darknuts and Red Bubbles afterward that are tough. Touch a Blue Bubble to restore your sword abilities.

9 BOMB-CARRYING UPGRADE

An old man offers to increase your bomb-carrying capacity by four bombs, but it's best to save your money. You'll need it when another old man mugs you later (see below).

10 GO BELOW FOR THE RAFT

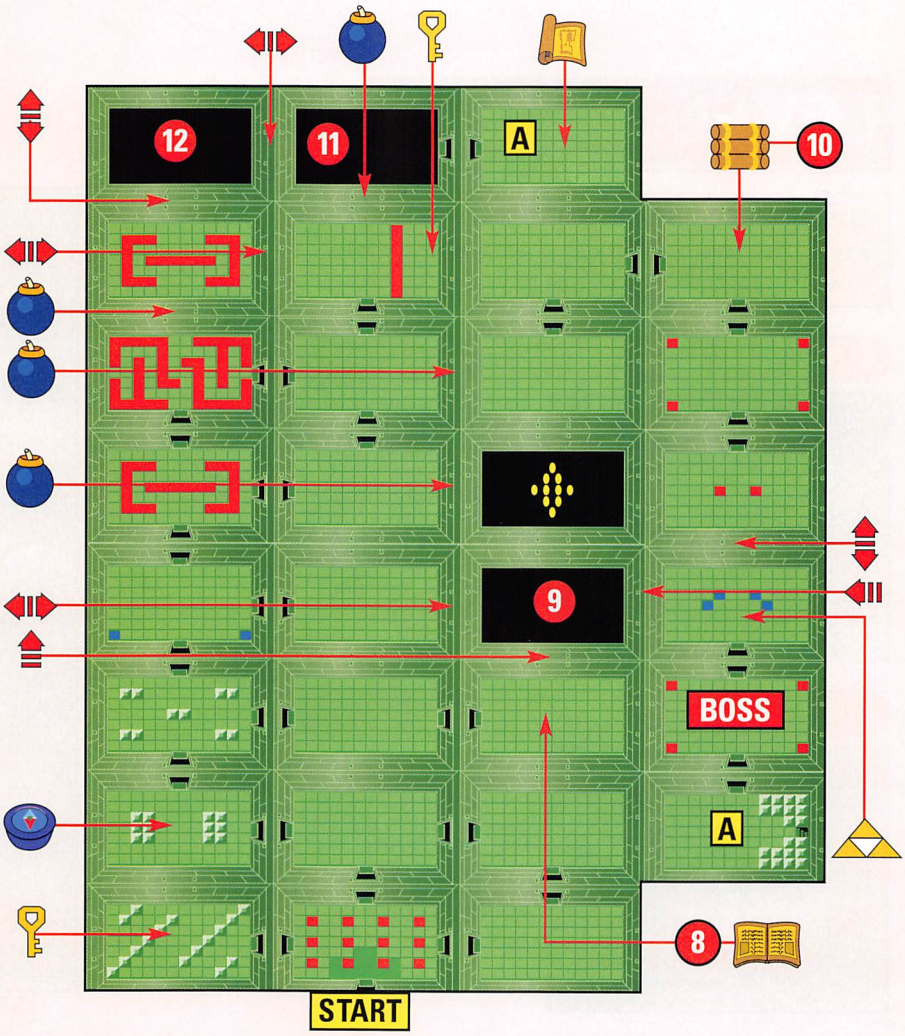
Pols Voices and both Red and Blue Darknuts defend the passageway to the raft. Use the blocks in the room as cover from the Darknuts, then plant bombs to defeat them.

11 YOUR MONEY OR YOUR LIFE

Some might call this a game. We think it's criminal. The old man demands that you give him either 50 Rupees or a heart's worth of life for access to the next room.

12 TALK TO ME, OLD MAN

The last old man may have ruined your taste for old men, but not all of them are felons. The old man in the darkness advises you to use the whistle against Digdogger.



LEVEL 5 F-5

A small and difficult dungeon, Level 5 is full of Wizzrobes and Like Likes. Choose your battles wisely and bring the candle to light your way.

13 FOLLOW THE LIGHT

Use the candle to illuminate the room just after the entrance. Polish off the Zols while avoiding the traps in the corners of the room before proceeding to the left. More Traps wait in the following room, so don't dally by the door.

14 MAP ROOM

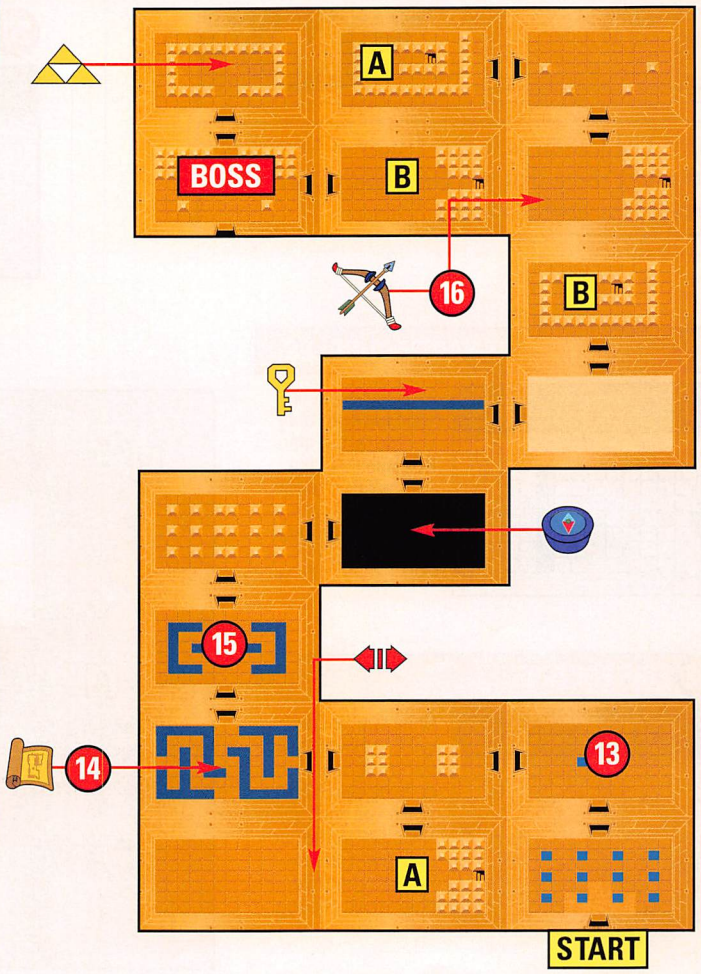
Without the ladder, you can't go hopping daintily over the channels of water. So don't charge onto a narrow walkway and attack—you'll be trapped. Instead, wait at a corner and attack carefully. Vires and Red Bubbles guard the map.

15 WIZZROBES AND BUBBLES

It's like the fourth of July around here; Blue and Red Wizzrobes, Blue and Red Bubbles. Remember that a Red Bubble takes your sword-fighting ability, and that touching a Blue Bubble will restore it. Watch for Traps in the next room.

16 BOW AND HERO

Red Bubbles guard the stairway, but they can't hurt you; they can only rob you of your attacks. (Why were they given this job?) Duck into the basement, use your boomerang on the Keese, and grab the bow.



LEVEL 6 A-4

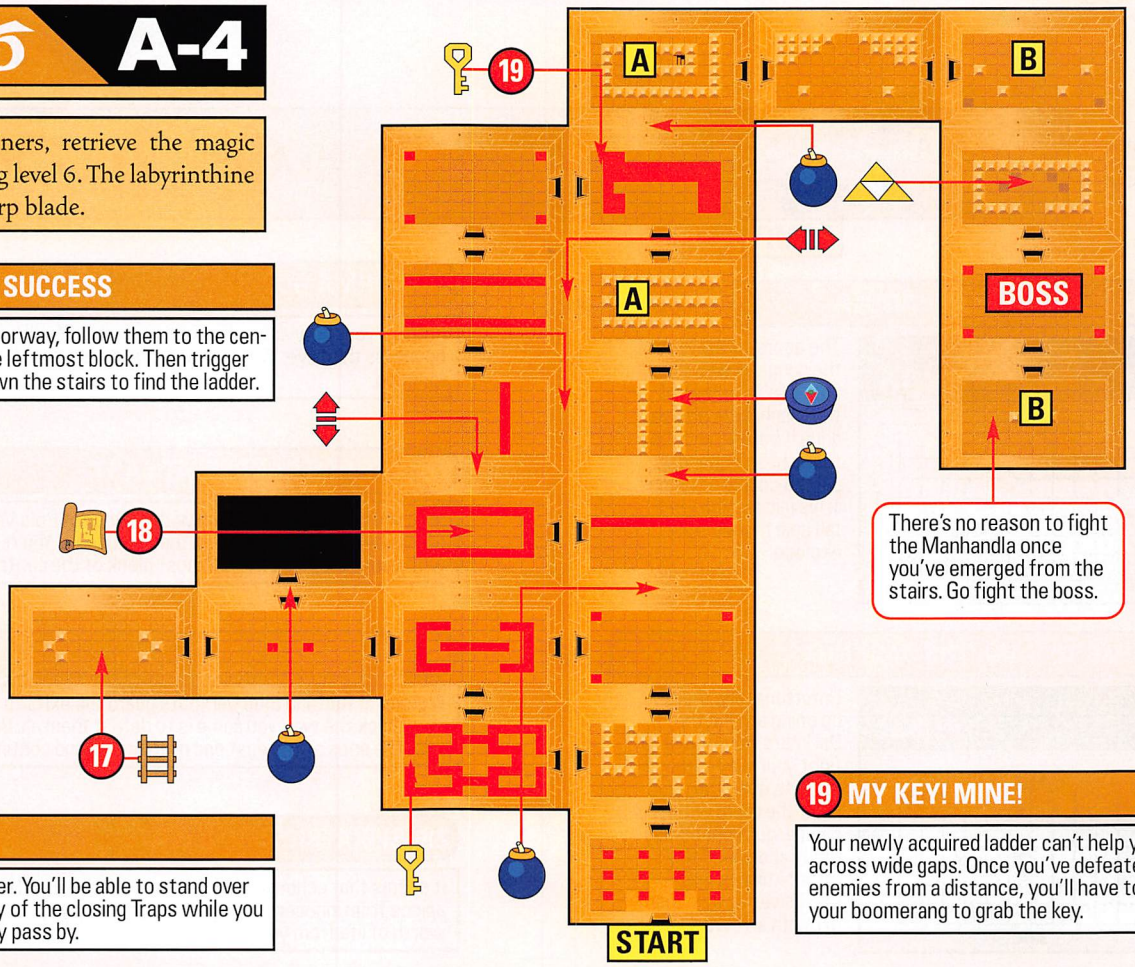
With 12 Heart Containers, retrieve the magic sword before attempting level 6. The labyrinthine dungeon requires a sharp blade.

17 YOUR LADDER TO SUCCESS

Trigger the traps from the doorway, follow them to the center of the room, and push the leftmost block. Then trigger the Traps again, and duck down the stairs to find the ladder.

18 MAP FOR SALE

Thank goodness for the ladder. You'll be able to stand over the water and out of the way of the closing Traps while you pick off the Like Likes as they pass by.



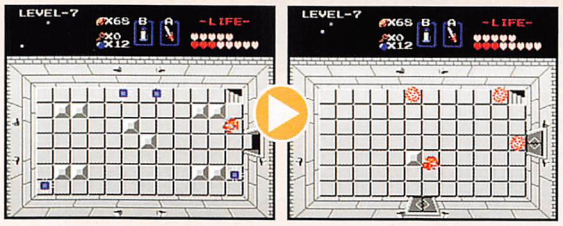
19 MY KEY! MINE!

Your newly acquired ladder can't help you across wide gaps. Once you've defeated the enemies from a distance, you'll have to use your boomerang to grab the key.

LEVEL 7 M-7

The Red Candle is in the depths of Level 7. It's the only thing that will come easily to you. The rest of the level is a bear.

20 DON'T GO DOWNSTAIRS, LINK



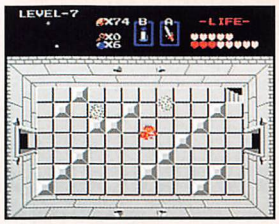
It's not worth the trouble of taking a shortcut that only lands you in greater trouble. Even though it gets you to other shortcuts, it's better to fight your way east first and then north.

21 THESE ARE NOT PARTY BUBBLES



You'll have to contend with not only Darknuts, but also Red Bubbles. Use your arrows to pick off the Darknuts while you bob and weave.

22 FIRE ESCAPE



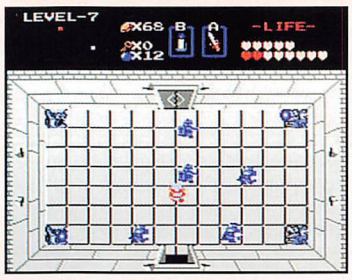
Once you've dealt with the Gibdos and Darknuts, keep dodging the Bubbles while you push up on the block in the second row from the left. It's the third block from the top.

23 HANDLE THE MANHANDLA



The doors to the rest of the dungeon won't open until you've defeated the Manhandla. You've done it before, and the tactic hasn't changed: plant a couple of bombs in his midsection. He'll fall apart when they explode.

24 TIME TO BAKE THE DARKNUTS



Unfortunately, there's no going around the Darknuts. You'll have to fight your way through them to open the door. Light the room with your candle, get your bombs ready and pound the errant knights with explosives or pick them off with arrows.

25 GOHMA GOSH!

Prepare your bow and arrows, brave archer. You'll have to wait until Gohma opens his third eye. When he does, land a couple of arrows in it to put him down for good.

26 THE RED CANDLE, AT LAST

Blue and Red Darknuts, along with a bunch of Pols Voices, are hoping Link will fall before he can get his mitts on the Red Candle. You're about to disappoint them with your bow. Push the leftmost block of the central pair to access the candle.

27 ONE WAY

A group of Red and Blue Darknuts guard the exits to the room, and the only way to go back the way you came is to defeat them all. But that's not possible. Dash past the ones at the east end of the room and continue out the door.

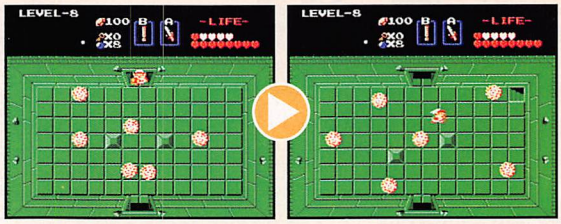
28 GERIATRIC CRIME WAVE

It seems that scheming old men are loose all over Hyrule, extorting 50 Rupees apiece from innocent young adventurers. Pay up, or pops will take a heart's worth of life from you.

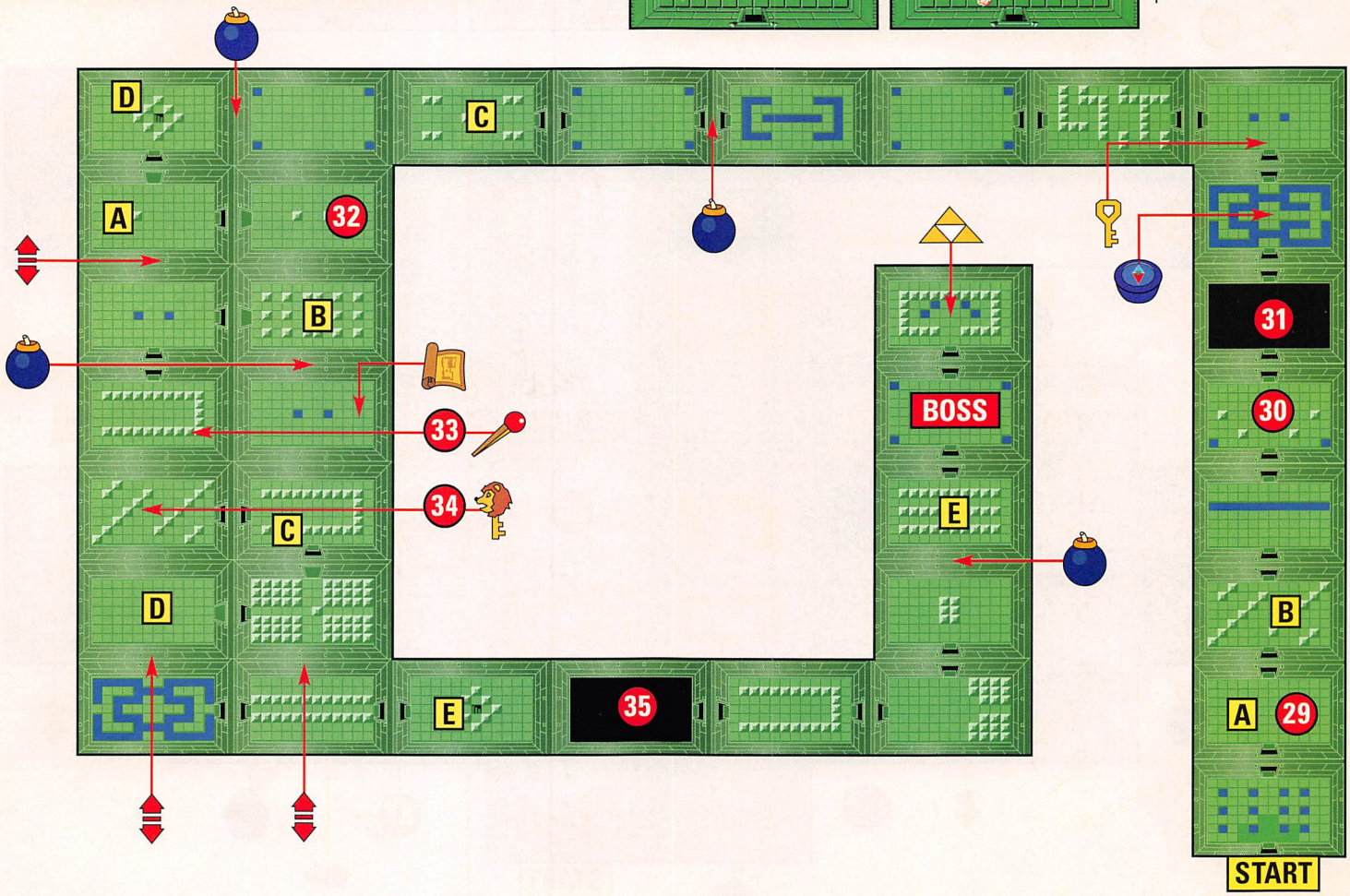
LEVEL 8 J-2

The Magical Rod and the Magical Key, along with the last piece of the Triforce, make level 8 very satisfying to finish. But it's not easy to do.

29 AVOID BUBBLES, FIND STAIRS



Push the block on the left to reveal a set of stairs to the part of the dungeon where the Magical Rod lies. But there are many Red Bubbles to avoid in the process.

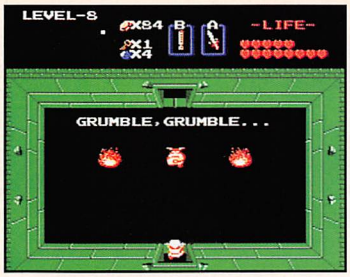


30 I'M A RUNNER, NOT A FIGHTER



A single Digdogger stands between you and the next room, but you can just go around him. Why fight when you have work to do? Be careful of the statues in the corners, however—they'll pepper you with beams of energy.

31 HUNGRY MOBLIN



You can hear the Moblin's stomach growling from across the room. Throw him some food so he'll allow you to pass.

32 GIMME BACK MY SWORD

If a Red Bubble has touched you, head east when you emerge from passage A to restore the use of your sword with a Blue Bubble. (And if a Red Bubble hasn't touched you, we're impressed.) Then you'll have to fight your way back out.

33 THE MAGICAL ROD

There are more Red Bubbles to dodge at point 33, and luckily there's a Blue Bubble, too. But it's the Wallmasters you want to avoid. Fight them off from a distance, then push the middle block of the vertical column to reveal the stairs.

34 THE MAGICAL KEY

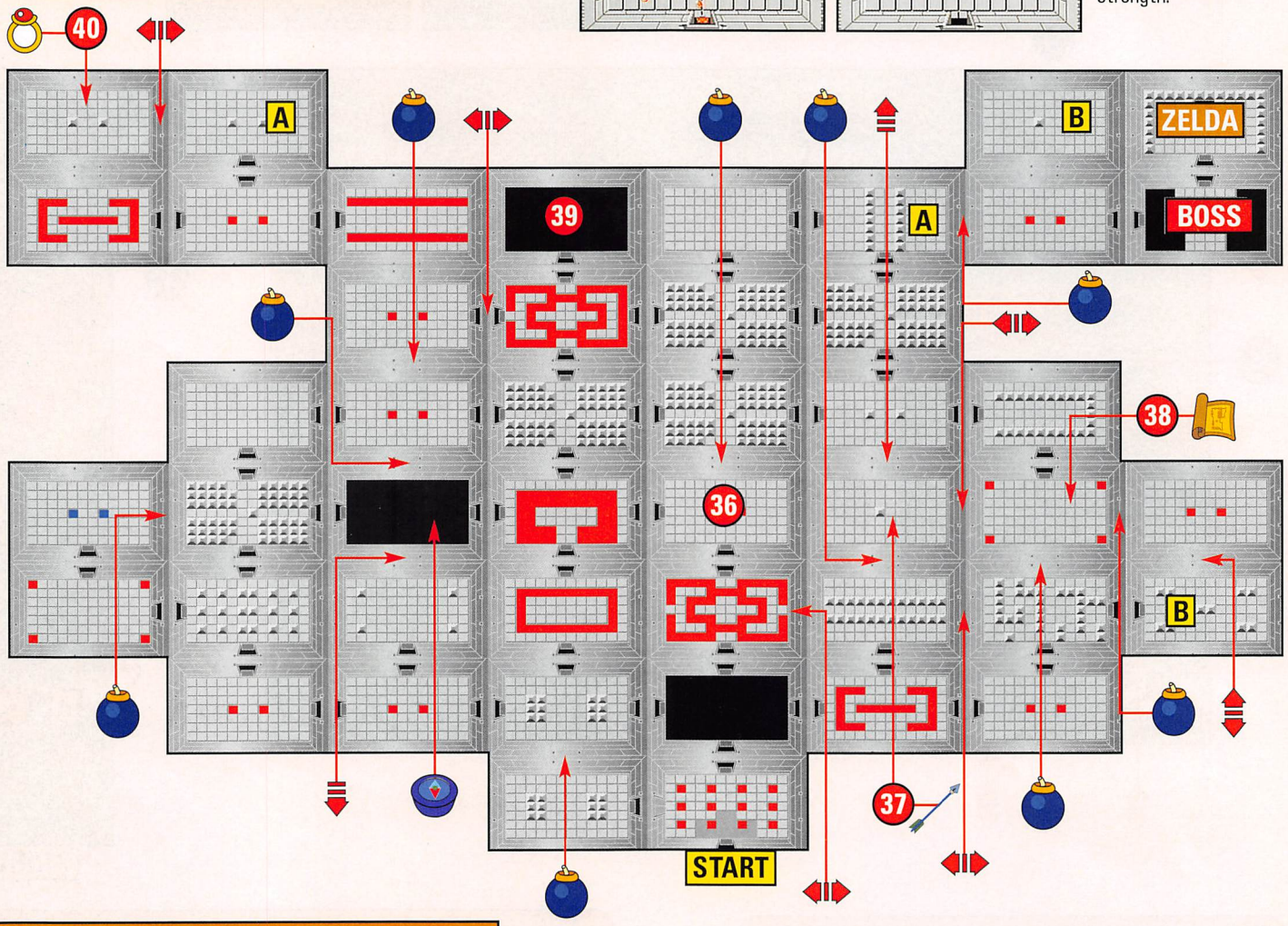
Using your arrows, defeat the Pols Voices and Darknuts standing between you and the secret passage downstairs to the Magical Key. The third block from the top in the second column from the left is the one to push.

35 BOMBS, ANYONE?

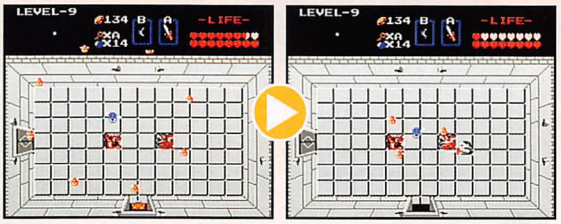
You have the choice of heading south and west to buy four more bombs' worth of carrying capacity for 100 Rupees from the old man, or just plunging right into the boss's lair. Go for the bombs.

LEVEL 9 A-1

The word "dungeon" doesn't really describe level 9. It's almost its own city. Fight your way to Ganon—and to the princess.

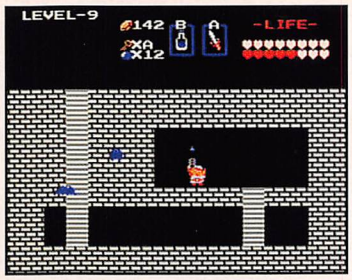


36 PATRA IS HYRULIAN FOR "YUCK"



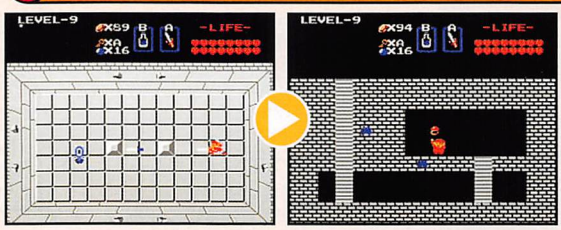
The large Patra is surrounded by smaller Patras, as usual. Pick them off with your arrows. You're only two rooms from the Silver Arrow, so keep up your strength.

37 SILVER ARROW, GUIDE MY HAND



After defeating the Blue and Red Wizzrobes, push the room's one block and descend into another basement. Only four Keese defend the Silver Arrow, so do them in with your boomerang then claim the one weapon that can defeat Ganon.

40 THE RED RING AND SNAZZY THREADS



The two Lanmolas defending the Red Ring are easiest to defeat by using the Magical Rod. Fire-bomb them from a distance, then descend to the treasure room. The ring (and a new tunic) are there.

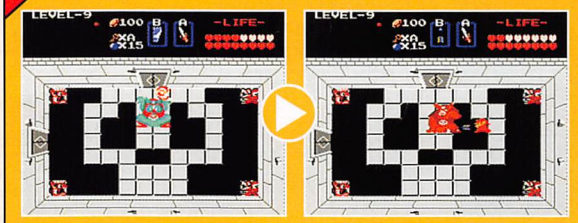
38 GRAB A MAP

More than in any other dungeon, this one—large enough to have its own zip code—requires you to use the map. You'll get lost if you don't.

39 OLD MAN WITH OLD NEWS

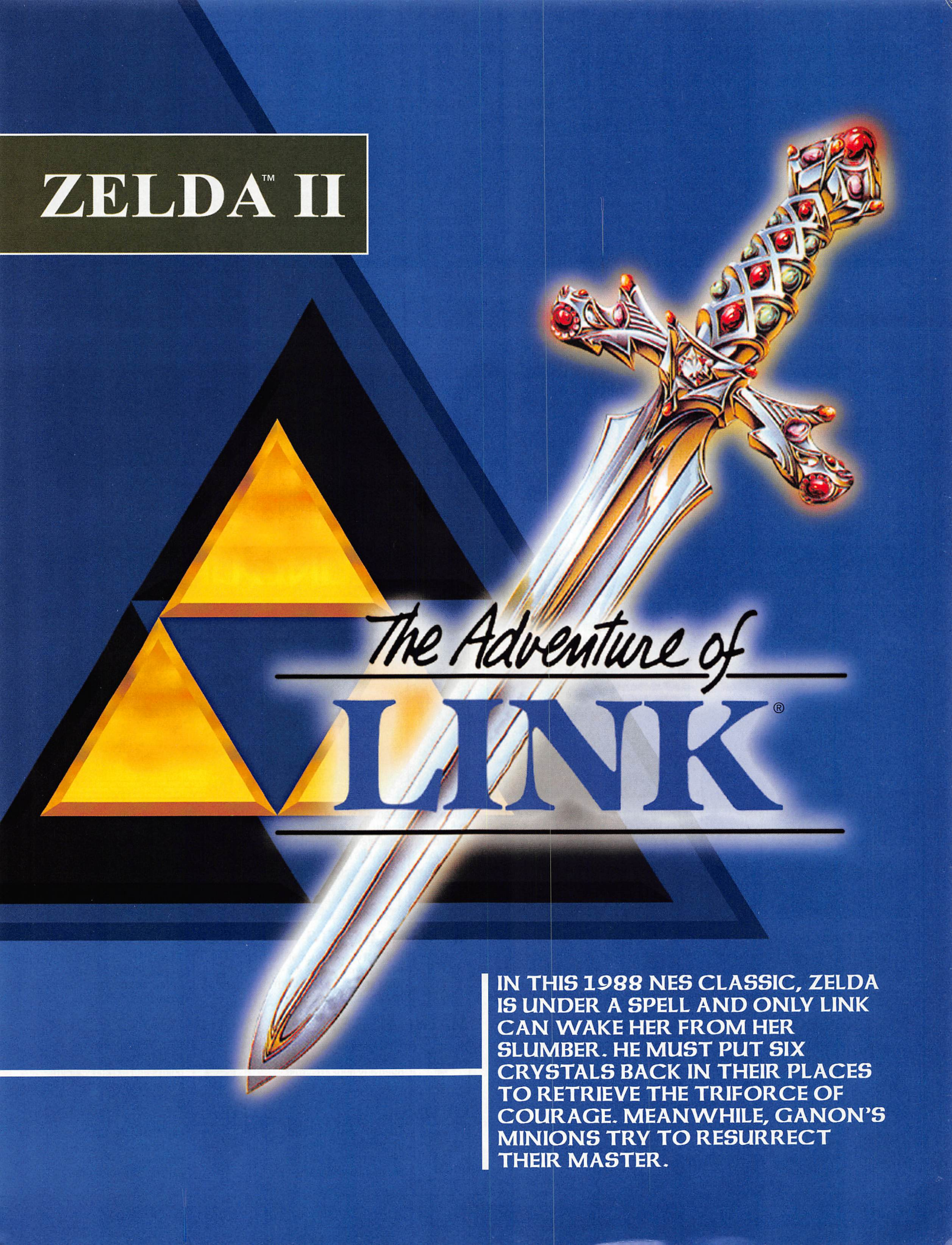
The old man wants you to know that the Silver Arrow is the way to defeat Ganon, but you knew that already. At least he's not demanding 50 Rupees or a Heart Container from you.

BOSS GANON



Ganon will be invisible until you manage to stab him. When he appears, chop him four times then finish with a Silver Arrow. Put out the fire with your blade. There's Zelda!

ZELDA™ II



The Adventure of LINK®

IN THIS 1988 NES CLASSIC, ZELDA IS UNDER A SPELL AND ONLY LINK CAN WAKE HER FROM HER SLUMBER. HE MUST PUT SIX CRYSTALS BACK IN THEIR PLACES TO RETRIEVE THE TRIFORCE OF COURAGE. MEANWHILE, GANON'S MINIONS TRY TO RESURRECT THEIR MASTER.

THE ADVENTURE OF LINK



After defeating Ganon and taking a well-deserved rest, Link's back in action. He must reawaken Zelda from a sorcerer's spell, and the only way to do so is by gathering the Triforce stones and putting them back in their proper place.

ZELDA II



CONTROLS AND MAIN MENU



CONTROL STICK
CONTROL PAD

Field: Move

Battles: Select magic and items

Press Down while jumping to perform a downward thrust

Press Up while jumping to perform a jump-thrust

Towns: Press Up to enter buildings

START/PAUSE

Field: Pause or resume play
Battles: Switch subscreens and raise levels

Z BUTTON

View the game menu

Y BUTTON

Battles: Use magic

X BUTTON

View the save menu

A BUTTON

Field: Use the hammer
Battle: Jump

B BUTTON

Field: Blow the whistle
Battle: Swing the sword
Towns: Speak to NPCs

STARTING OFF

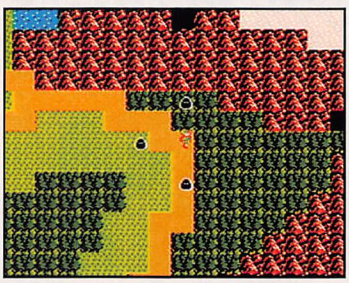


Princess Zelda's sleeping soundly, and you can't wake her yet. Go place six Triforce stones, brave Link.

BATTLING AND LEVELING UP

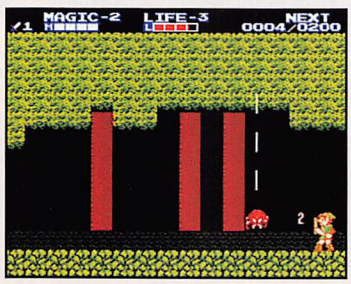
The Adventure of Link is richer and more detailed than its predecessor, and the game format is slightly different. You'll control Link both on a large world map and on single screens, where you'll talk to other characters, gather items and fight evil. The Adventure of Link isn't just about beating the bad guys. It's about exploration.

ENCOUNTERS



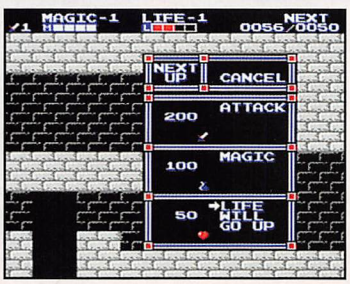
Moving from area to area on the world map, you're bound to bump into somebody. When you do, the battle screen will appear.

BATTLE SCREEN



The battle screen is a whole different ball game. In it, you'll be leaping, ducking and using your blade. Pick up items with your sword while kneeling.

LEVEL UP



By collecting experience points throughout the game, Link can increase his magic and attack levels, plus the number of lives he has.

KEY ITEMS

CANDLE



The handy candle allows you to light your way in dark caves. You'll be lost (and helpless) without it.

LETTER



Link's letter of introduction can get valuable information, or permission to pass, from certain people.

WINGED BOOTS



Link's stylish footwear allows him to cross certain parts of the sea without needing the raft.

TREASURE BAG



Treasure Bags are full of free experience points. Defeated enemies usually leave them behind.

MAGIC GLOVE



The glove gives Link the strength to punch through castle walls. Doors? Link doesn't need doors!

HAMMER



Rocks and trees in the world map fall before Link's mighty hammer. Clear a path.

MAGICAL KEY



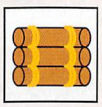
The Magical Key, found in New Kasuto Town, can open any door in Hyrule.

MAGIC CONTAINER



A Magic Container will replenish your magic points and extend your life meter by one heart.

RAFT



The raft allows Link to cross water to reach new areas of land. It will launch only from docks.

FLUTE



The flute plays the ancient music of Hyrule and unleashes helpful powers.

CROSS



The cross isn't to ward off vampires. It allows Link to see enemies that are normally invisible.

HEART CONTAINER



Like the Magic Container, the Heart Container will replace lost hearts and expand your life meter.

USING MAGIC

LEARN MAGIC! ASK ME HOW!

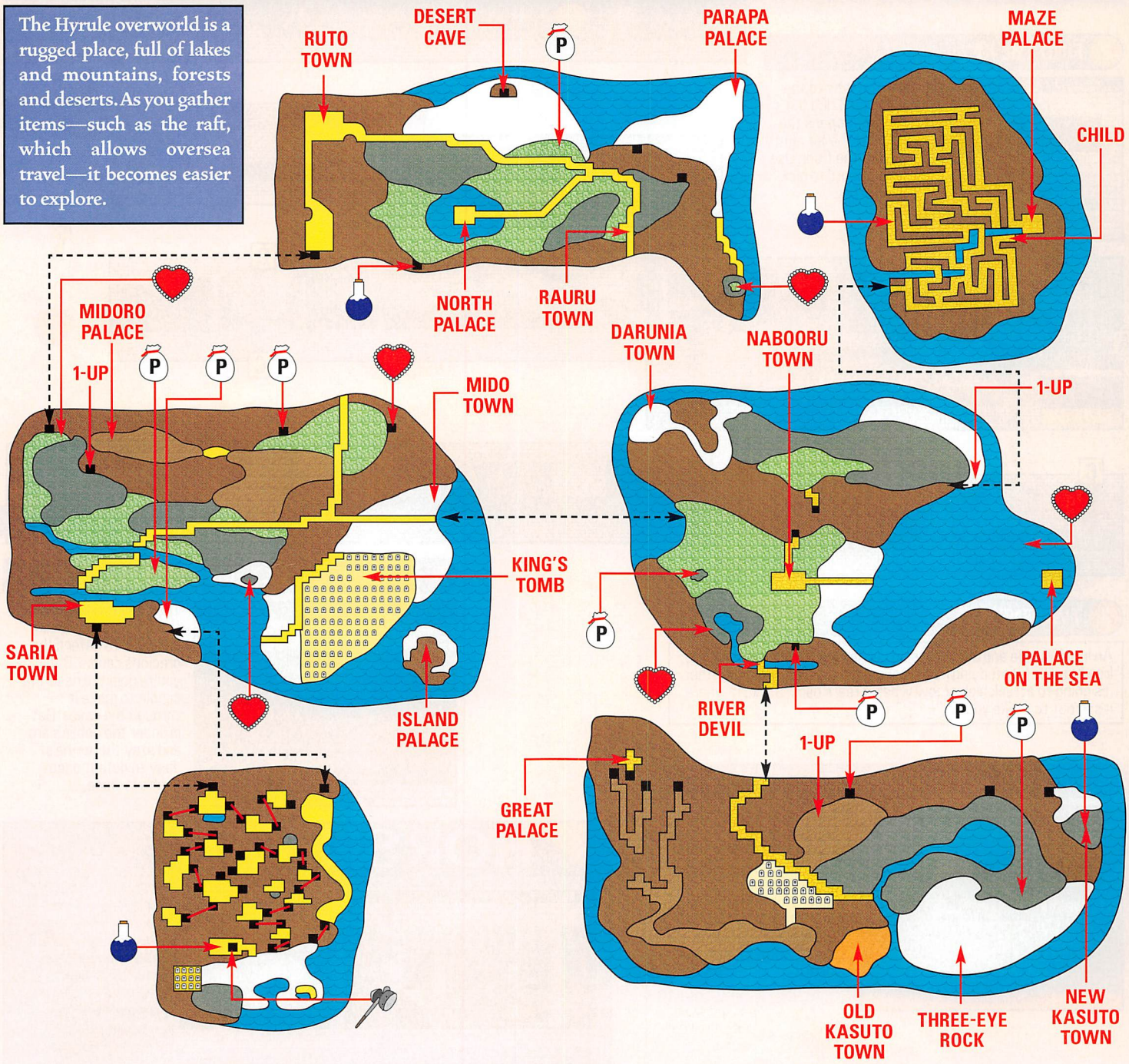


Throughout the game, Link will have the opportunity to return a lost item to villagers in exchange for a magic lesson. Typically, a young woman leads Link to her father or uncle, who will teach him new spells and combat moves.

MAGIC	DESCRIPTION	LOCATION
SHIELD	Reduces enemy damage by half	Rauru Town
FIRE	Casts fireballs	Nabooru Town
JUMP	Increases the height of jumps	Ruto Town
REFLECT	Bounces magicians' spells back at them	Darunia Town
LIFE	Replenishes life energy	Saria Town
SPELL	Varied results; a mysterious magic	New Kasuto Town
FAIRY	Shrinks Link to access small areas	Mido Town
THUNDER	Defeats every enemy on the screen	Old Kasuto Town

HYRULE OVERWORLD

The Hyrule overworld is a rugged place, full of lakes and mountains, forests and deserts. As you gather items—such as the raft, which allows oversea travel—it becomes easier to explore.

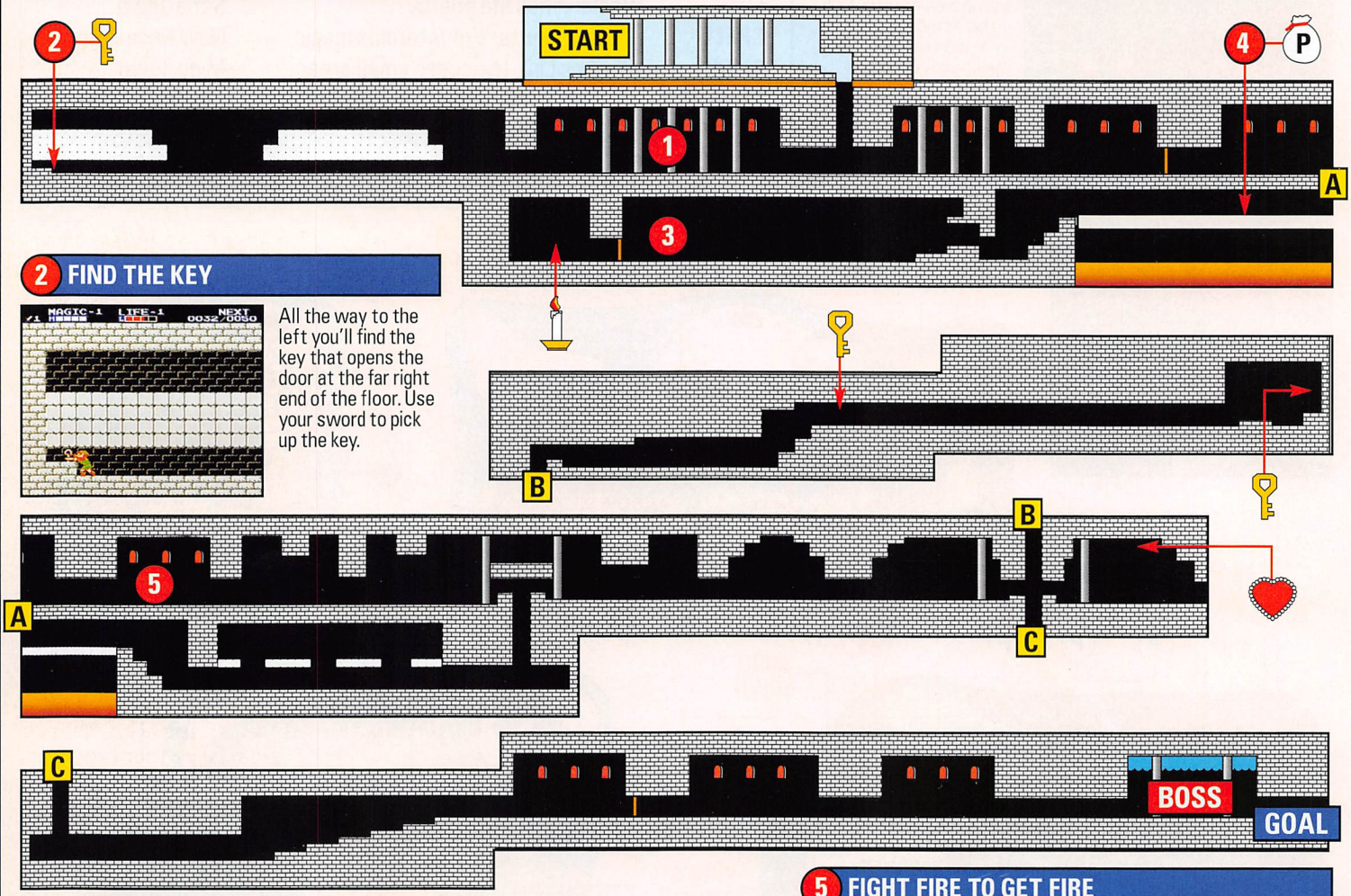


PARAPA PALACE

You had to wander blindly through a dark cave to reach Parapa Palace, but if you can complete it, you'll never be without a candle again. The palace will be your most intense combat lesson so far. Be conservative—Link's life meter dwindles quickly.

1 BACK OFF, SKINNY

The skeleton soldiers are less rickety than they were in the first Legend of Zelda—their shields block your standing attack. Kneel and poke at their legs. They'll go down after four stabs. The Slimes earn you two experience points.



2 FIND THE KEY

All the way to the left you'll find the key that opens the door at the far right end of the floor. Use your sword to pick up the key.

3 TWO ENEMIES

An Iron Knuckle and a fire-tossing goblin will attack you. Beat the Iron Knuckle by studying its attacks. It will let you know whether it's going to attack high or low when it rears back. Strike it where it's about to strike you.

4 THIS BRIDGE IS BADLY BUILT



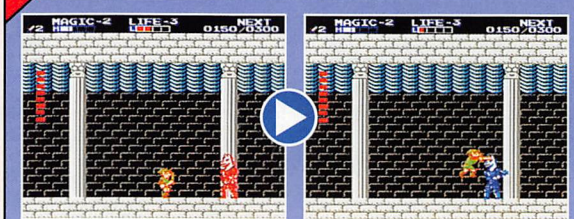
The bridge over the lava is unstable—standing on any one block for more than a few seconds will make it collapse. Run across this bridge, stopping just long enough to pick up the Treasure Bag with your sword. It's tricky, but worth it.

5 FIGHT FIRE TO GET FIRE



The goblin will throw fireballs in a high arc in an effort to defend the precious candle. But you're going to need the candle to make it through the caves. Get in under the goblin's arc and stay there—he's easy to defeat once you're in close.

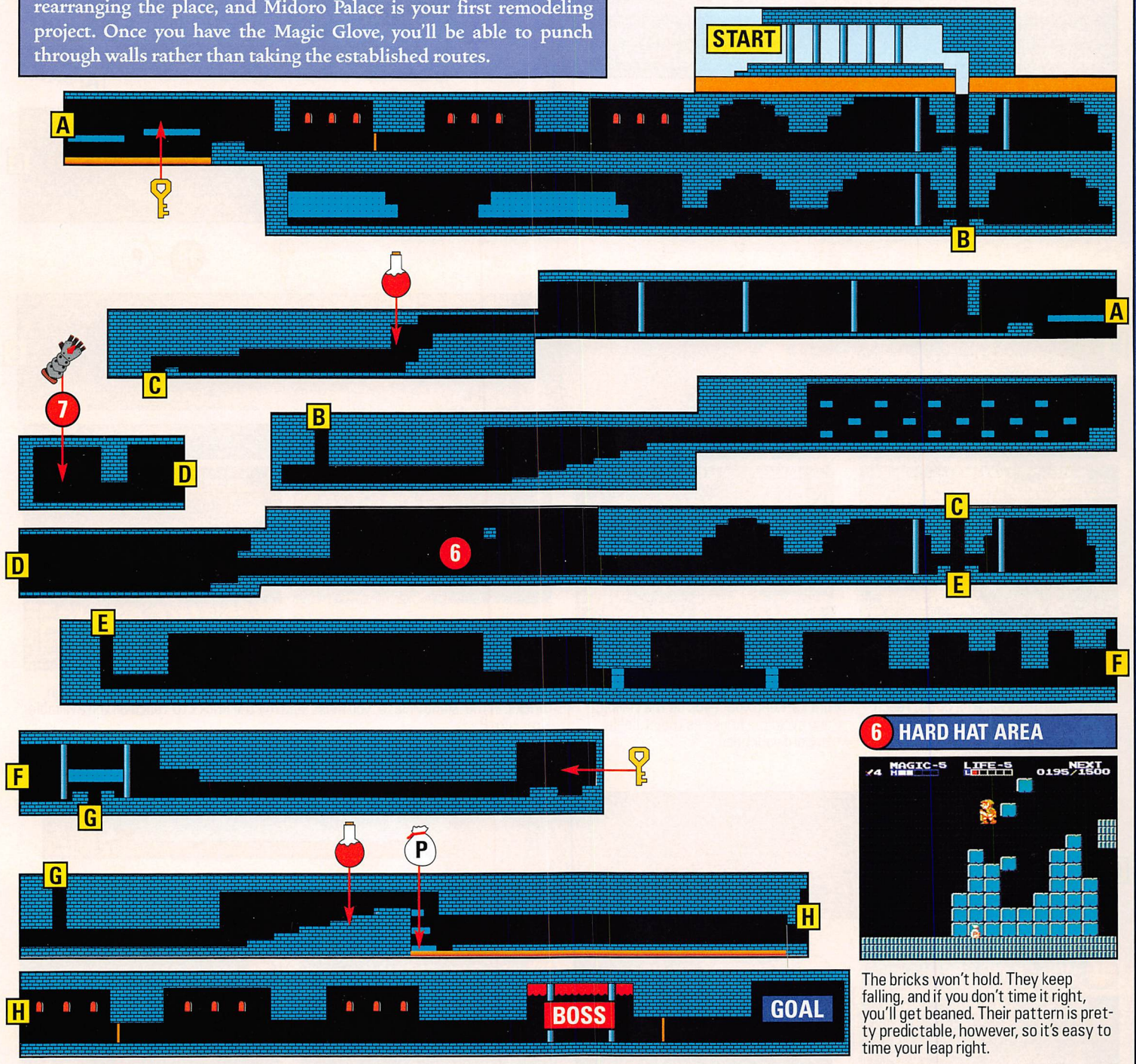
BOSS HORSEHEAD



Horsehead's weak spot is his big head. Keep leaping to strike him between the eyes. If you've reached level two, you should have little difficulty.

MIDORO PALACE

There's nothing like wandering into someone else's dungeon and rearranging the place, and Midoro Palace is your first remodeling project. Once you have the Magic Glove, you'll be able to punch through walls rather than taking the established routes.



6 HARD HAT AREA

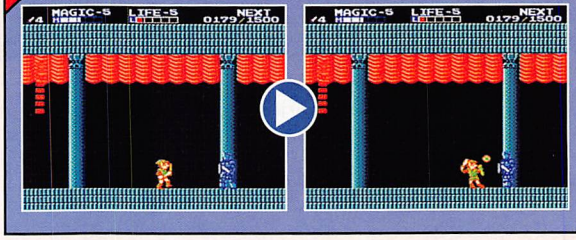
The bricks won't hold. They keep falling, and if you don't time it right, you'll get beaned. Their pattern is pretty predictable, however, so it's easy to time your leap right.

7 WHERE'S THE OTHER GLOVE?



You're going to be just like Michael Jackson—you'll wear one glove, and all doors will open for you. The glove is great for taking the direct route through obstacles.

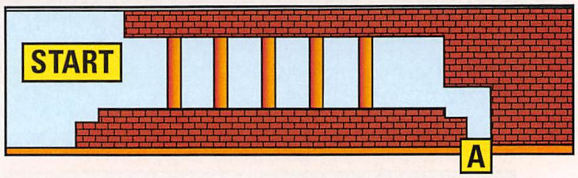
BOSS HELMETHEAD

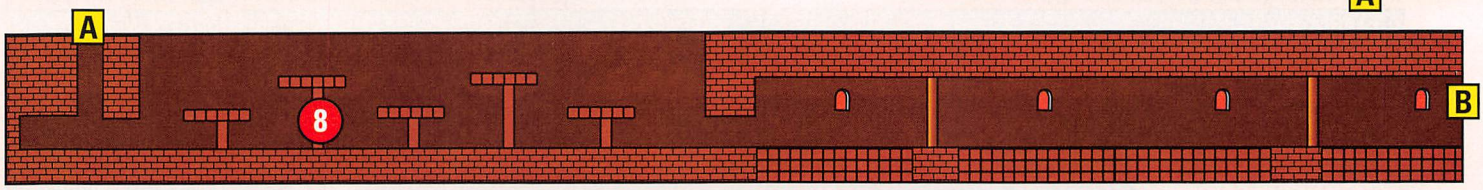


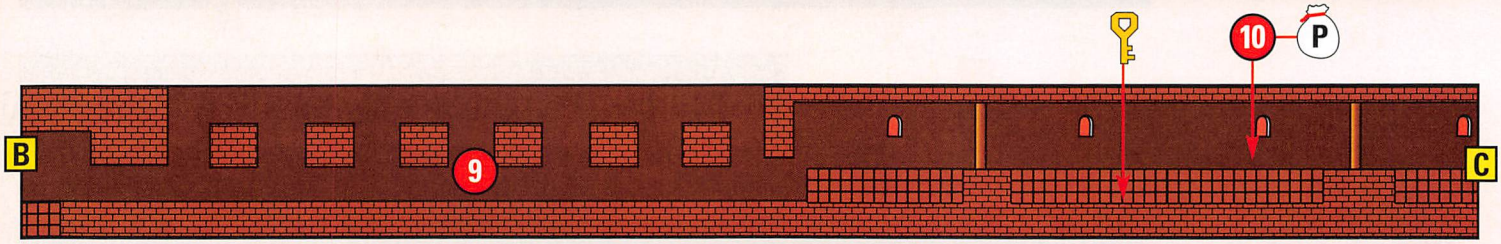
Helmethead's weak point is, of course, his noggin. Use your Shield spell when necessary, and knock his helmet off to reveal his bald head. It's his only vulnerability.

ISLAND PALACE

The Mido townsfolk say that the Island Palace is through the king's graveyard. You will need to have learned the downward thrust from the knight in Mido, and you'll also need the Jump spell. Victory in the sprawling Island Palace earns you the raft.







8 CRAZY UPS



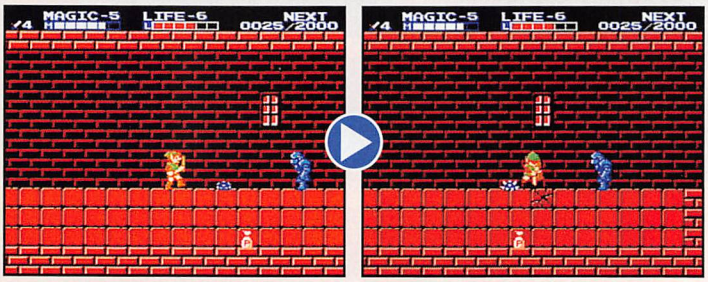
Use your magic to jump to platforms that would otherwise be out of reach. You'll have to ration your magic to reach all the areas.

9 WATCH YOUR HEAD

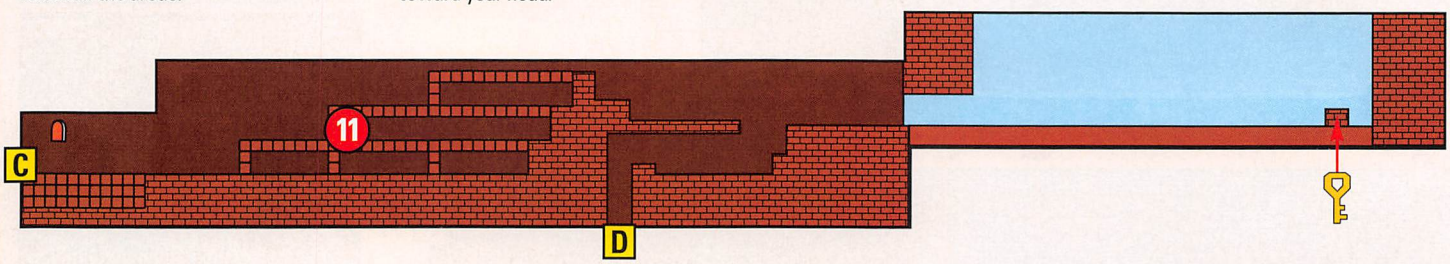


You can't block or destroy the falling bricks. Keep your eyes on the ceiling, and avoid the bricks as they tumble toward your head.

10 FULL THRUST



By thrusting downward with his sword, Link can bash his way through certain bricks. In the Island Palace, you must destroy the bricks to reach all the available Treasure Bags.

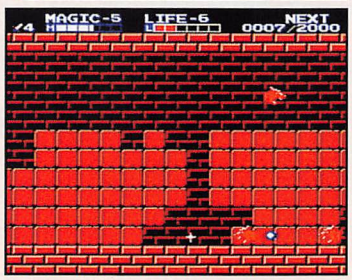


11 WRECKING CREW



Keep an eye out for unstable walls. The palace is full of them. Sometimes breaking through a wall will allow you to avoid an enemy you're unprepared to face.

12 LET'S GO MINING



Bash your way through the pile of bricks and quickly make room to maneuver out of the way of falling bricks.

13 LEAP TO THE KEY

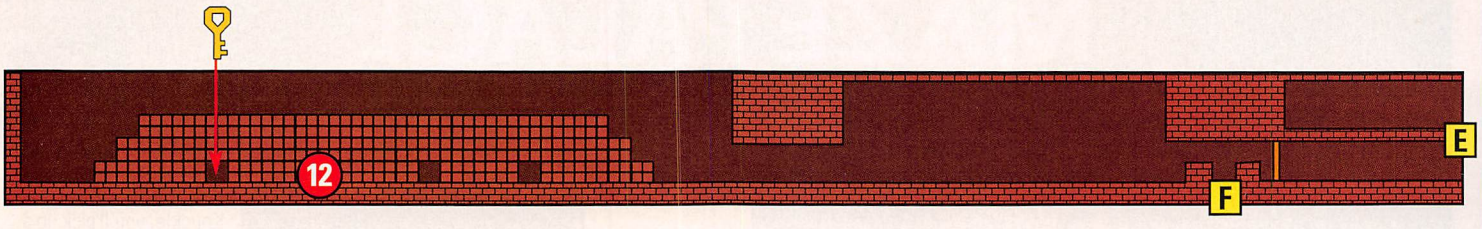


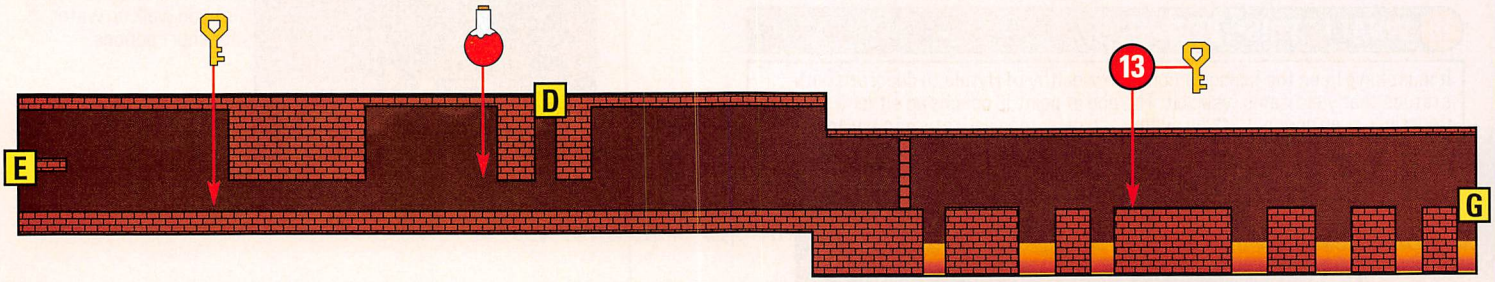
Grab the key before taking on the fire-tossing fellow. You'll need the key to open a door later in the level.

14 MORE REMODELING



Leap the fiery gap and break through the wall you face. You're almost there. The next corridor leads to the raft.

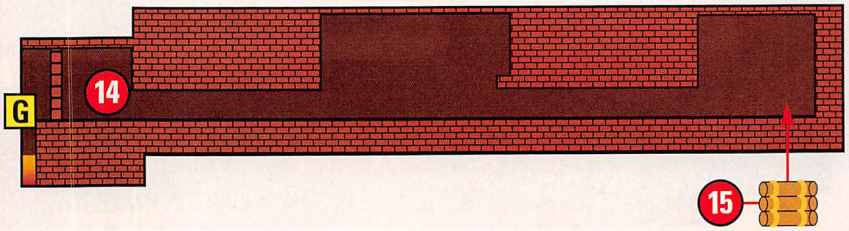


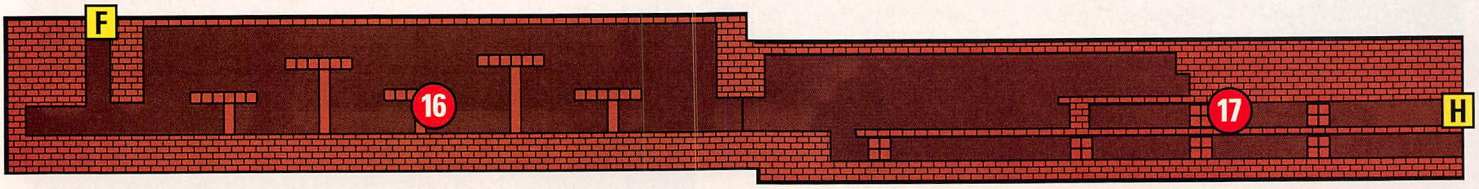


15 GET THE RAFT



Once you've made your way past the Blue Iron Knuckle, you'll have a nifty new raft! Now if you can just get outside safely you can put it to use.





16 JUMPING EXPERIENCE



Thank goodness for Jump magic and for all the experience points scattered throughout the Island Palace. Use the magic wisely—you don't want to run out at the wrong time.



17 SINK TO THEIR LEVEL



Sometimes you have to sink to the level of your enemies, no matter how low they are. In the Island Palace, the boss is as low as they get, both literally and figuratively. Break through blocks and keep descending to reach him.

BOSS REBONACK



On his steel horse, Rebonack is too strong for you. Use your magic to jump above him, then unseat him with a downward thrust. On foot, his pattern is predictable.

MAZE PALACE

After making your way over the mountains, through the forest and through the polite society of Nabooru, it's time to take on the fourth palace. The Maze Palace is full of crumbling platforms and Iron Knuckles, but it's worth it—Winged Boots await.

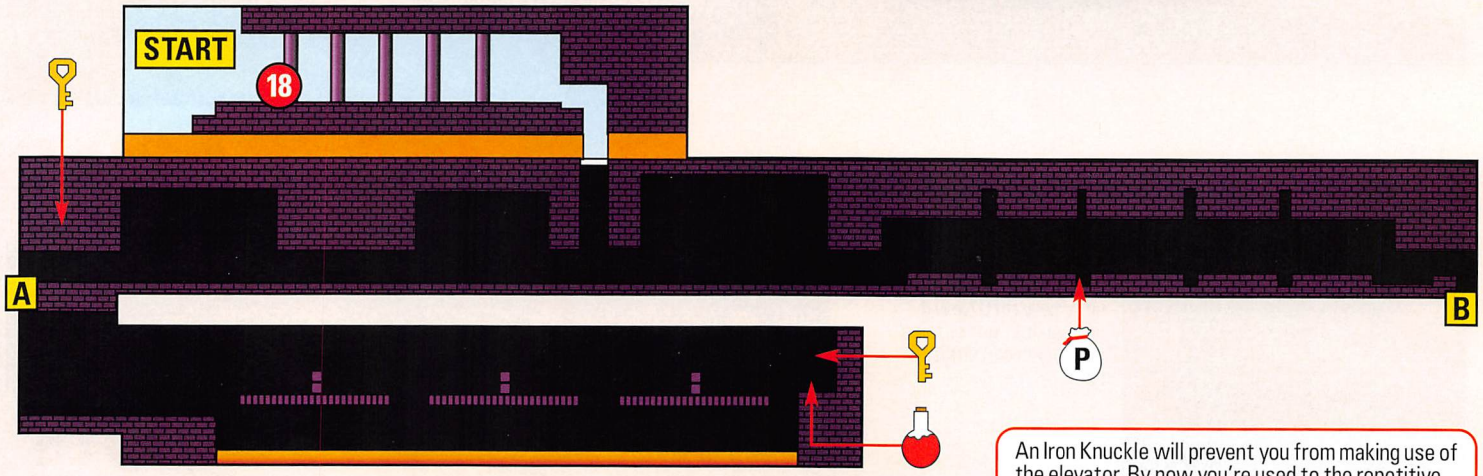
18 WHAT IS THIS—VEGAS?

It must have been the fashion among the wealthy of Hyrule to decorate with statues that yield items when hit. The one at point 18 coughs up either a Magic Container or an enemy. If it's an enemy, run offscreen and return to try again.

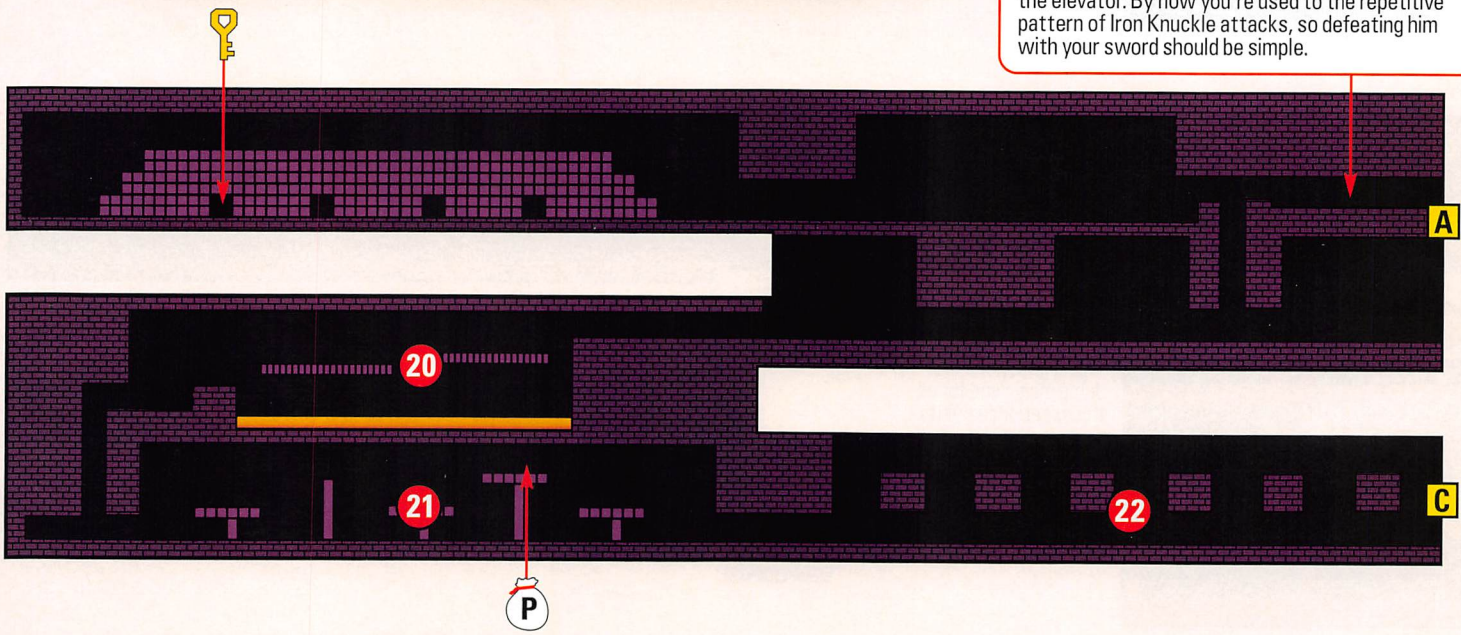
19 LIGHT ON YOUR FEET



Once you've fought your way past the Blue Iron Knuckle, you'll pick up a pair of really nice kicks. The Winged Boots will let you walk on water for short periods.



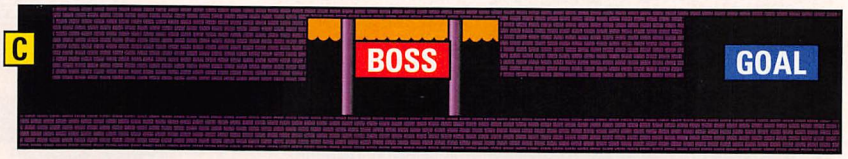
An Iron Knuckle will prevent you from making use of the elevator. By now you're used to the repetitive pattern of Iron Knuckle attacks, so defeating him with your sword should be simple.



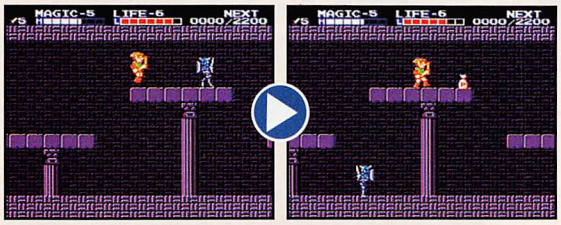
20 UNSTABLE FOOTING



Run as fast as you can, Link. It's easy to make it past this area as long as you keep moving. If you get tempted by items on the platform, however, you'll have to take quite a risk to stop and grab them.



21 JUMP FOR POINTS

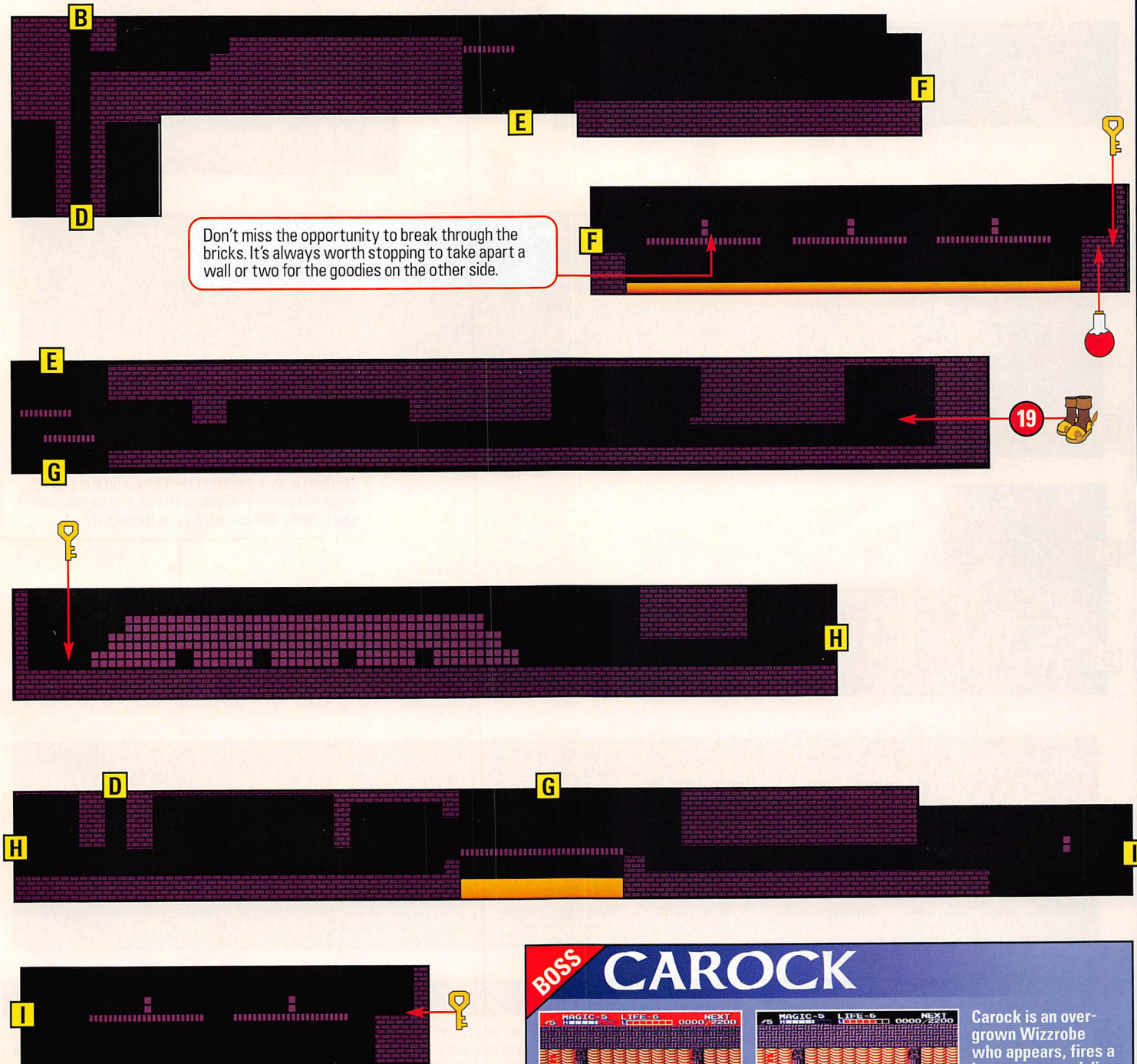


Leap high in the air using your Jump magic to collect the experience points that fallen foes have left behind.

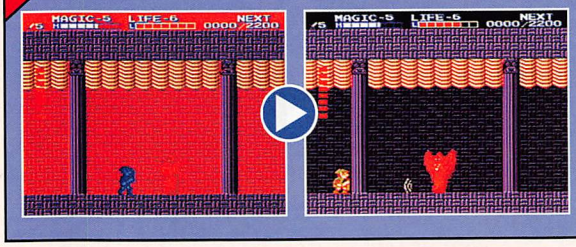
22 KNUCKLE SANDWICH



Two Red Iron Knuckles come out of the woodwork to menace you. If you can get through them, the boss will be easy to defeat. By now your attacks should be at a sufficiently high level to make short work of the pair.



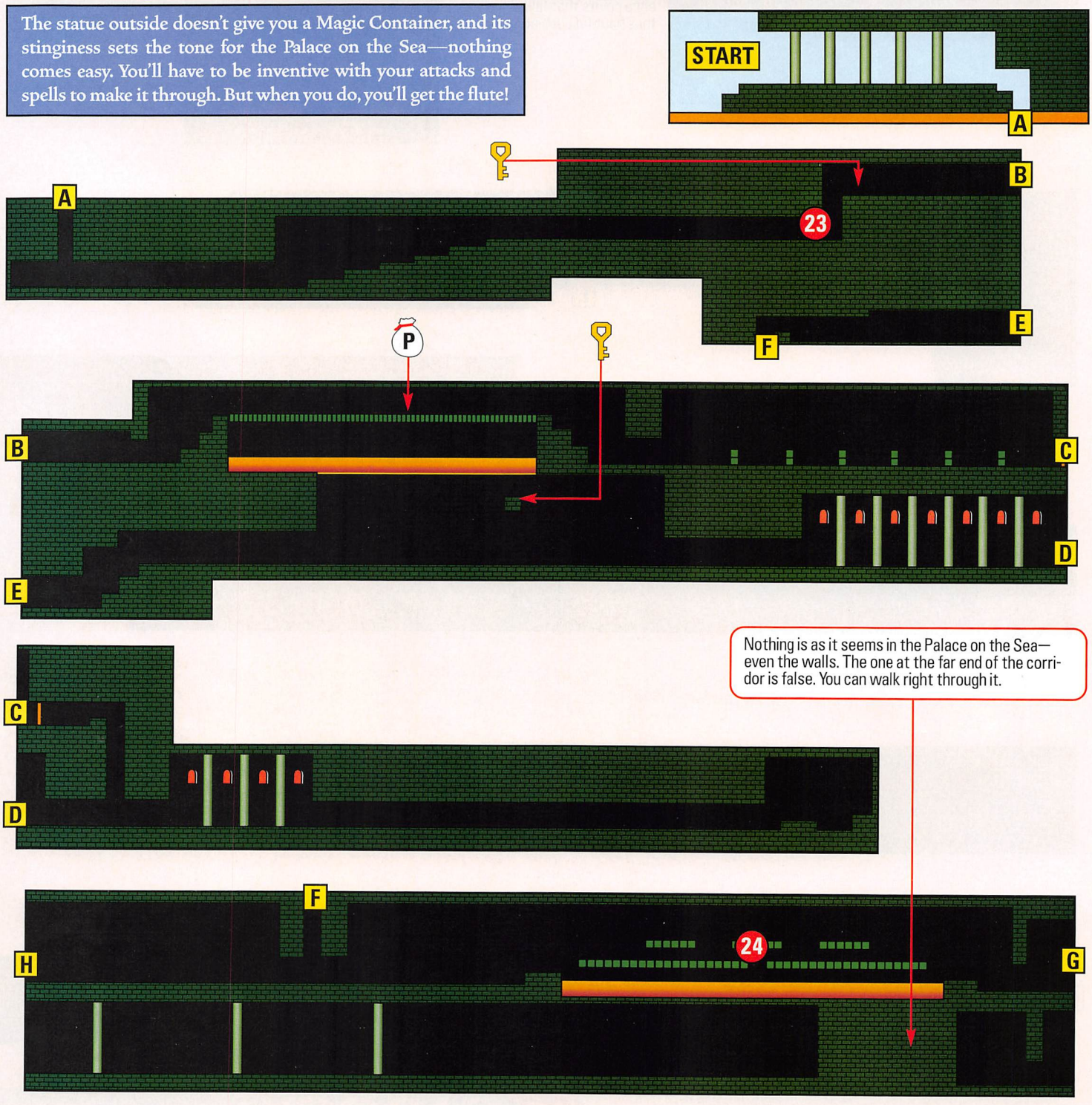
BOSS CAROCK



Carock is an overgrown Wizzrobe who appears, fires a beam at you and disappears. Cast the Reflect spell and keep your Life spell handy. His attacks are powerful.

PALACE ON THE SEA

The statue outside doesn't give you a Magic Container, and its stinginess sets the tone for the Palace on the Sea—nothing comes easy. You'll have to be inventive with your attacks and spells to make it through. But when you do, you'll get the flute!

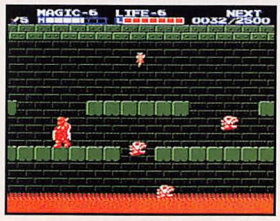


23 FAIRY ENOUGH



The first ledge is too high to clear with your Jump magic. Use the Fairy spell to fly up and over while avoiding the floating skulls.

24 FLY OVER TROUBLE

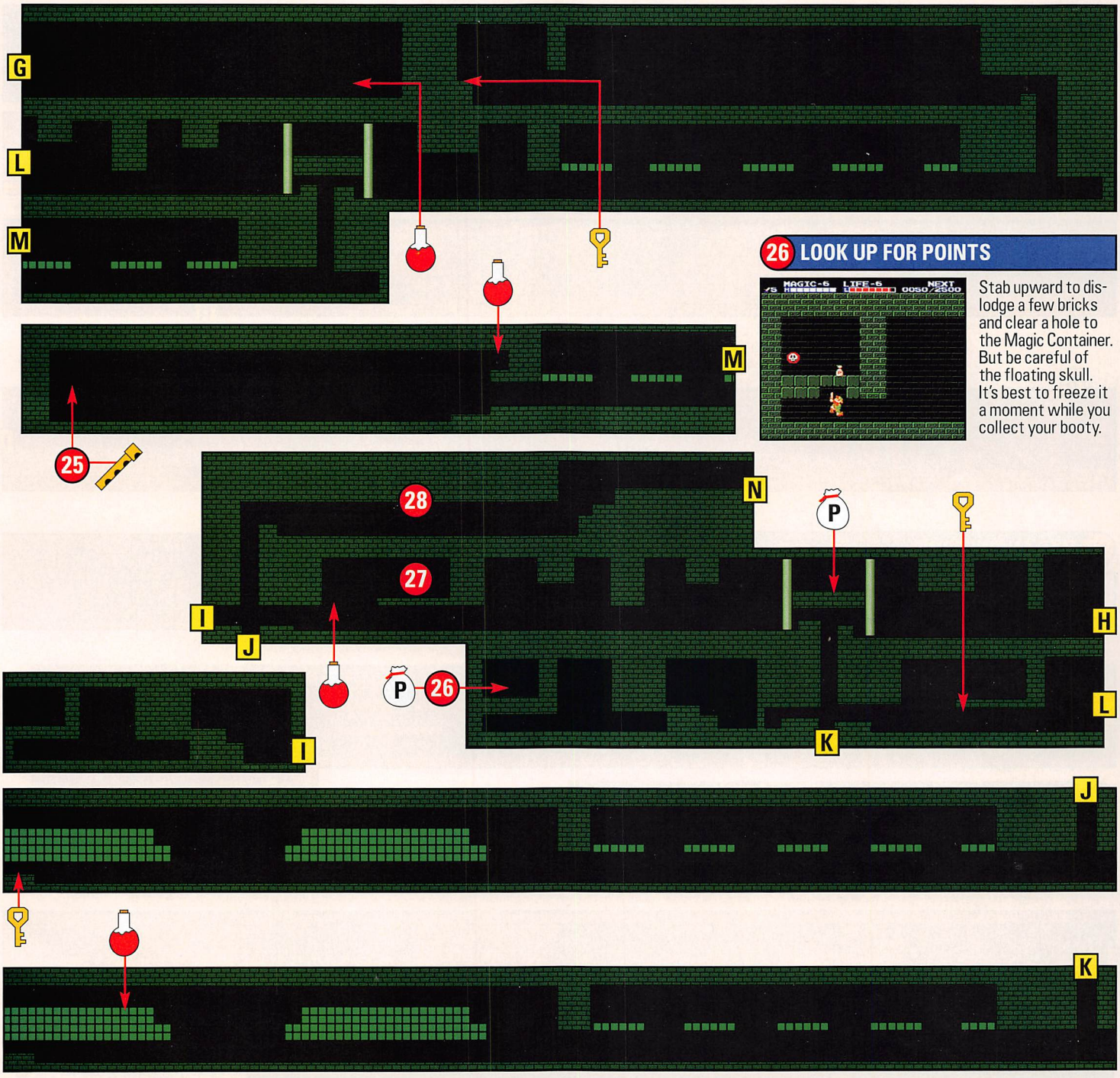


It's not worth fighting your way through the area around point 24. You're better off using the Fairy spell and flying over it all. Conserve your life—you'll need it.

25 PLAY A LITTLE TUNE



It's not immediately obvious how useful the little flute will be, but just wait until you send the enemies packing with it.

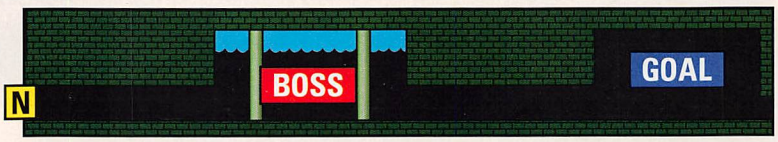


26 LOOK UP FOR POINTS

Stab upward to dislodge a few bricks and clear a hole to the Magic Container. But be careful of the floating skull. It's best to freeze it a moment while you collect your booty.

27 HAMMERS AND KEYS

The enemy on the ledge above you is guarding a key, which you'll need to reach the rest of the level. Use the Jump spell to reach him, then take him apart. By now your attacks are at a high level, so the battle should be quick.



28 KNUCKLE THIS, TOUGH GUY



The Red Iron Knuckles are a breeze by now, so take care of the one that comes at you from the left, then turn your attention to the Blue Iron Knuckle—he'll take a little longer to defeat.

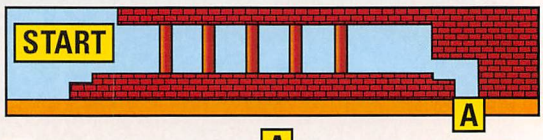
BOSS GOOMA

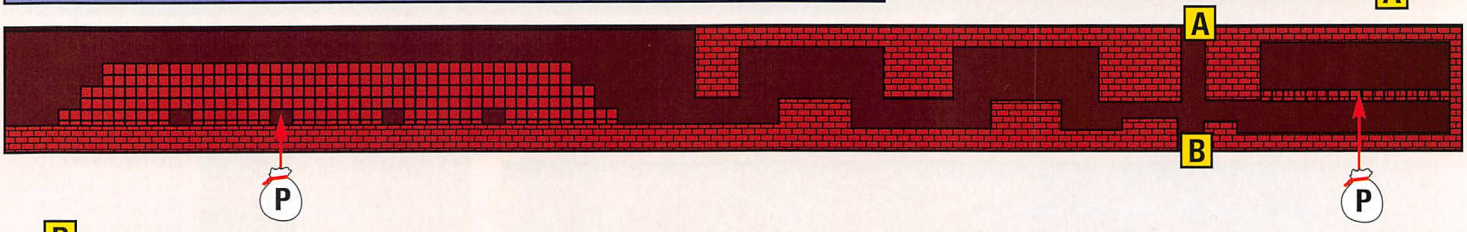


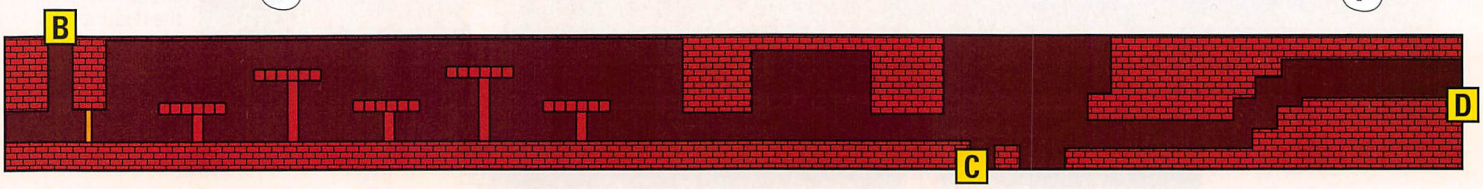
He's a big, mean monkey swinging a ball and chain. Gooma's attack comes in a consistent pattern, so pay attention. You can damage only his lower body.

THREE-EYE ROCK PALACE

While standing before the Three-Eye Rock, play the flute to make the palace appear. Inside you will find the all-seeing cross, a never-ending parade of enemies and the resting place of the last crystal, which opens a path to the Great Palace.

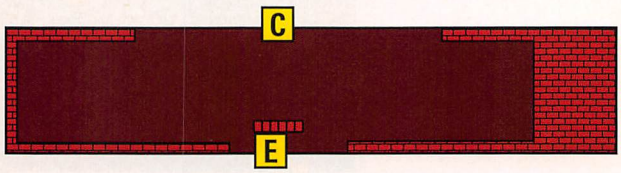


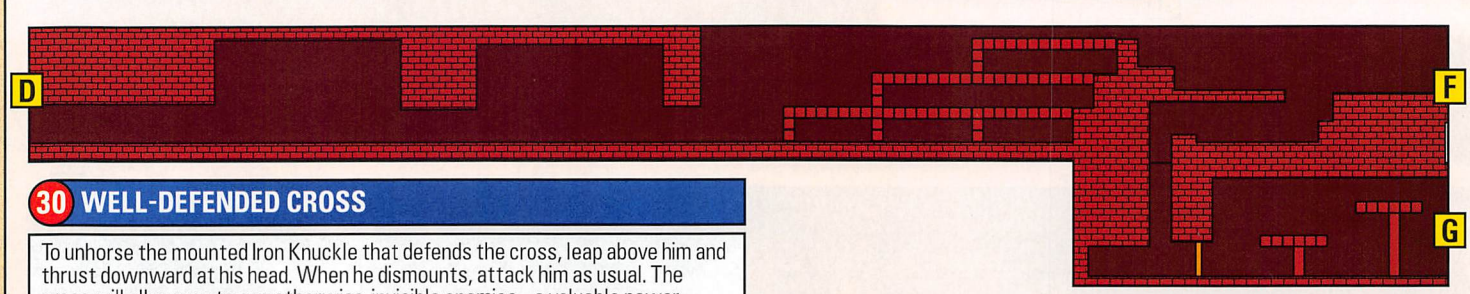




29 BAD ENGINEERING

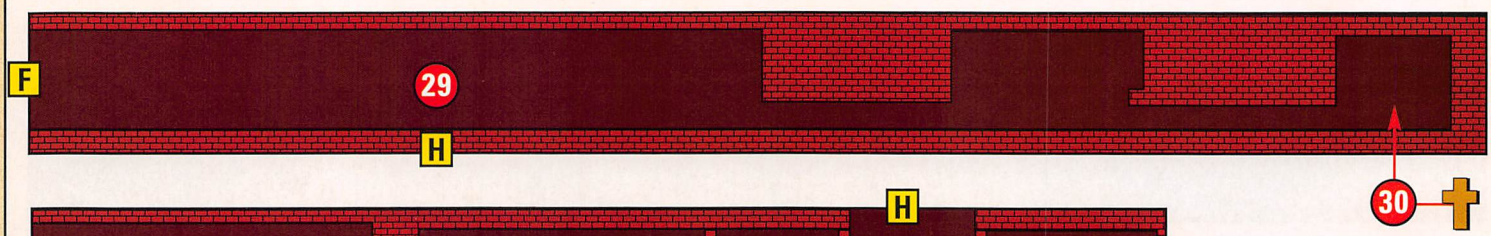
The floor at point 29 is false. Someone should complain to the authorities. Use your Jump spell to clear the gap, which begins just after the third statue.

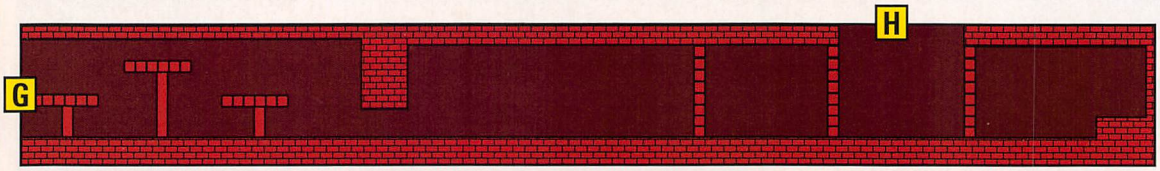


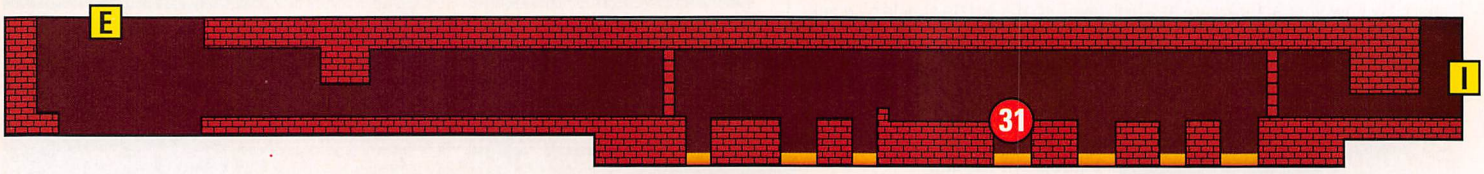


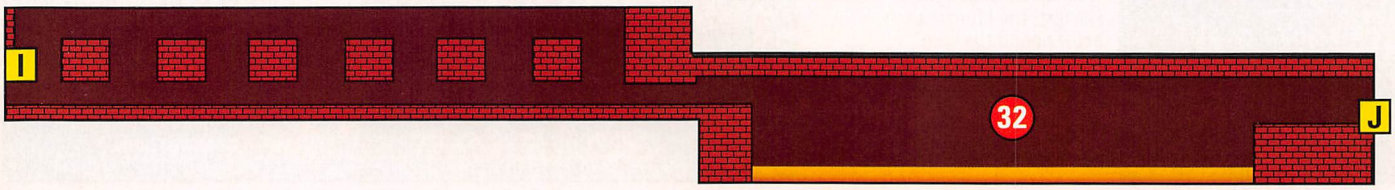
30 WELL-DEFENDED CROSS

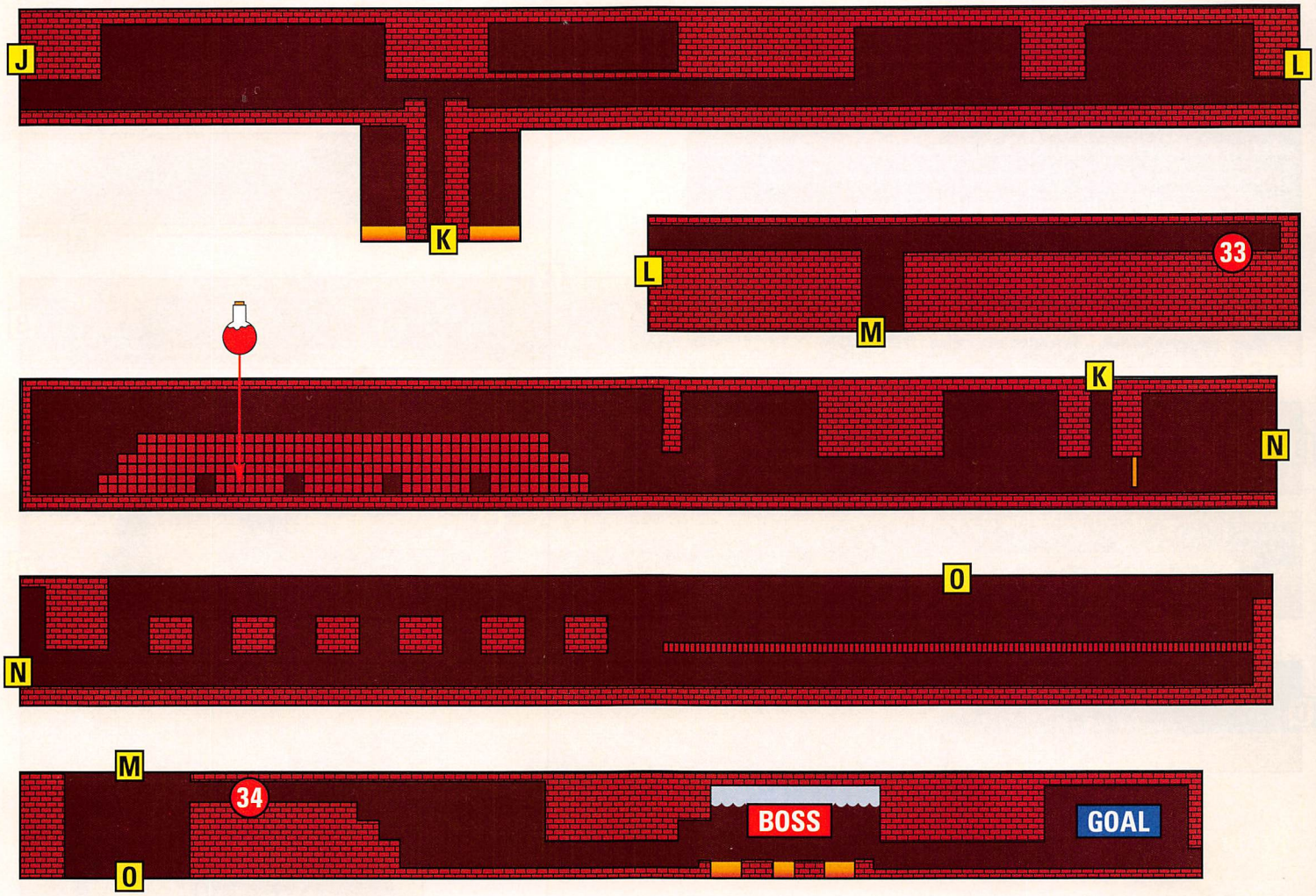
To unhorse the mounted Iron Knuckle that defends the cross, leap above him and thrust downward at his head. When he dismounts, attack him as usual. The cross will allow you to see otherwise-invisible enemies—a valuable power.











31 JUMP OVER TROUBLE



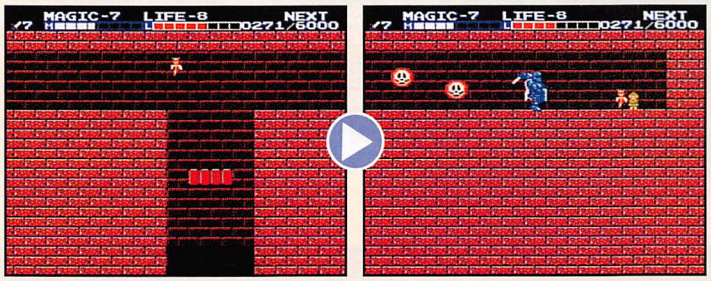
The two blue floating dragon heads are easy to defeat—remember that they advertise their attacks long before they strike. But you will have to leap high over them and the lava first.

32 FAIRY CROSSING



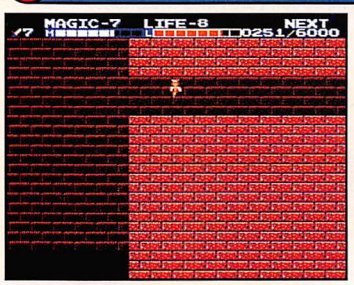
If you have sufficient magic, the Fairy spell will carry you over the room full of lava. Stick to the ceiling to avoid the skulls until you come upon the dripper. Descend to avoid it before continuing.

33 BAIT AND SWITCH



If you prefer the direct approach, leap the gap with your Jump magic, then bait the Blue Iron Knuckle into moving forward before you proceed past the skulls to the 1-Up they protect. If you'd rather avoid a fight, however, the Fairy spell will get you in and out in no time.

34 THINK SMALL



Ready your Fairy spell. Then you'll have to leap into the pit to cause the screen to change. Pause the game, then pause and cast the Fairy spell immediately. Fly into the passage which leads to Volvagia.

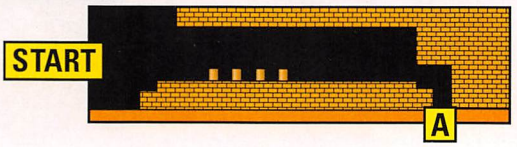
BOSS VOLVAGIA

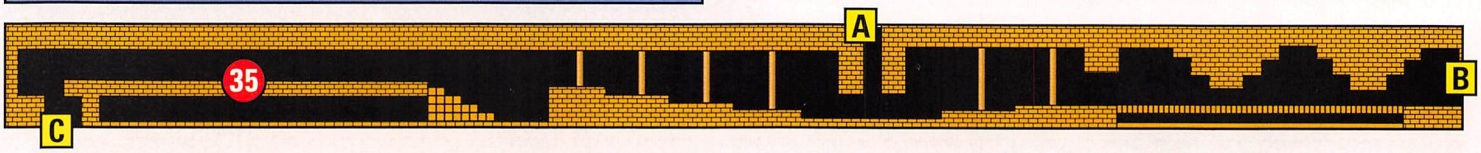


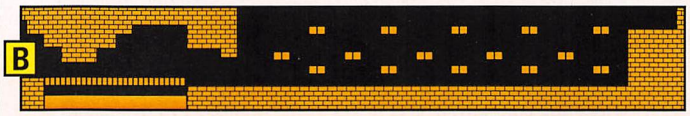
Cast your Jump, Reflect and Shield spells. As the dragon emerges, try to stab him once in the head. Retreat to another platform, then leap to stab his head again.

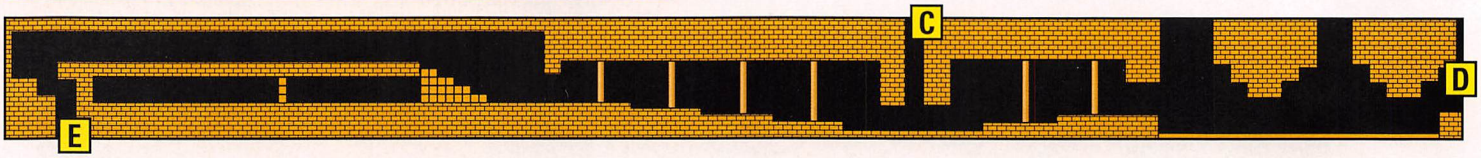
GREAT PALACE

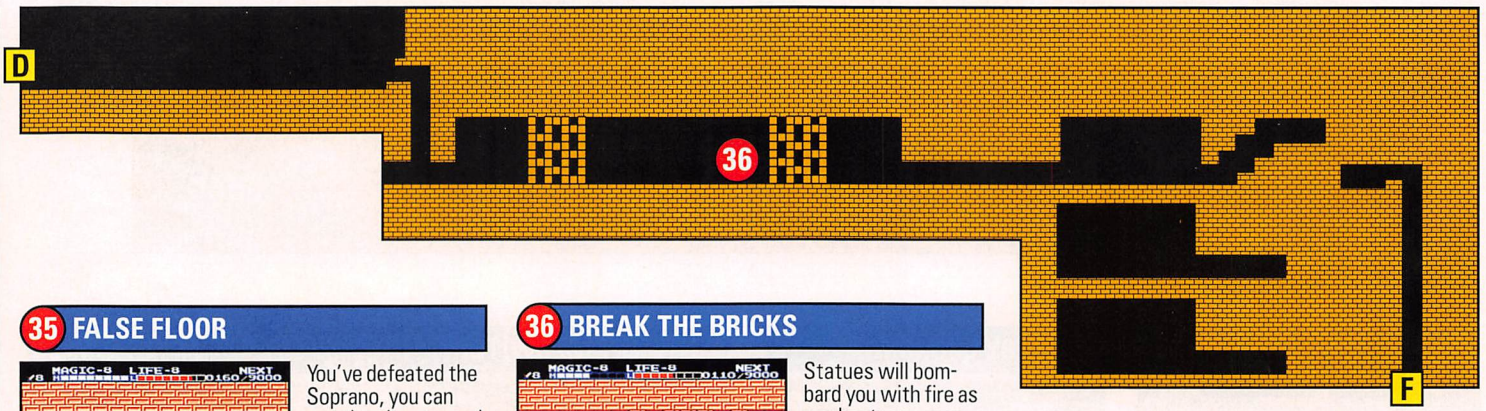
At this point, it's important to have scoured the world map to fill your Heart and Magic meters, and to have learned every spell. Inside you will fight both the Thunderbird and an evil version of yourself and retrieve the Triforce of Courage to end the game.











35 FALSE FLOOR

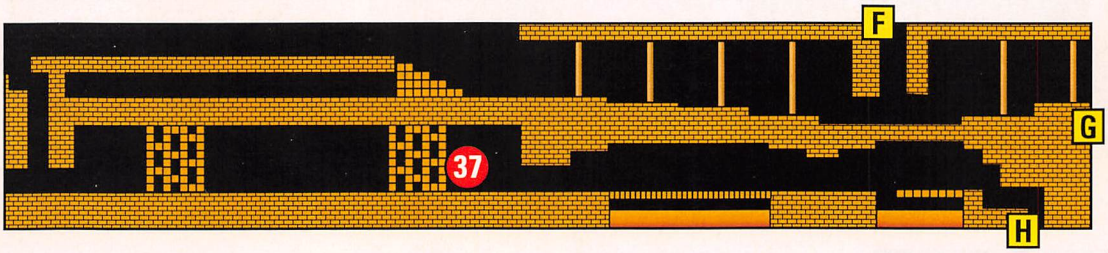


You've defeated the Soprano, you can see the elevator and you dash forward blindly—into a trap. The floor is designed to collapse under you, so leap over it.

36 BREAK THE BRICKS



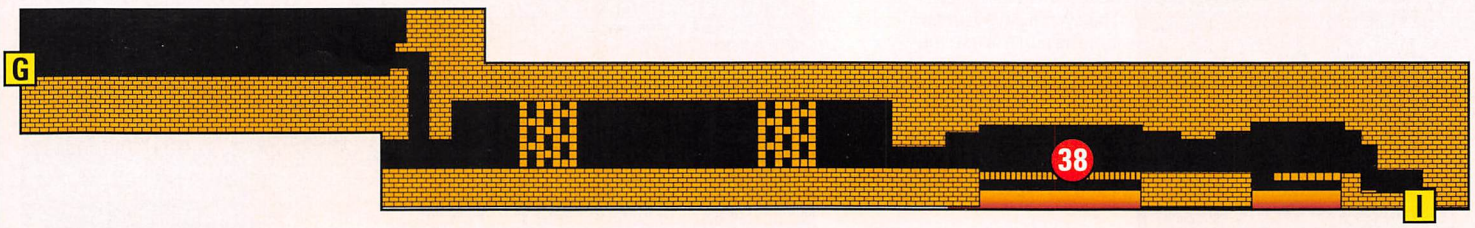
Statues will bombard you with fire as you bust your way east through the bricks. Don't get greedy. Back off and leap the flames before continuing, if necessary.



37 BLUE BIRD



You can beat the Blue Eagle Knight if you stab, retreat and stab again. The bricks will keep you from leaping if you're caught under them, so don't let him back you under the bricks.



38 BRIDGE OVER TROUBLED LAVA



The bridge should have been condemned long ago. It's unstable and infested with snakes. Keep moving and leap the Rope menacing you, rather than fight it.

39 BAD THINGS HAPPEN IN PAIRS

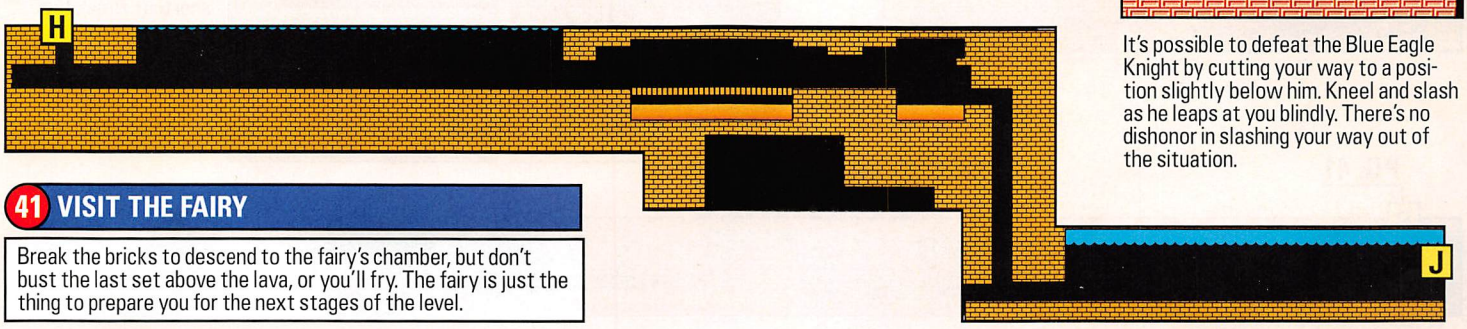


The Soprano here is accompanied by a floating skull. Unleash the aggressions the invincible skull caused, and defeat his fire-spitting companion.

40 DOWNTHRUST AWAY

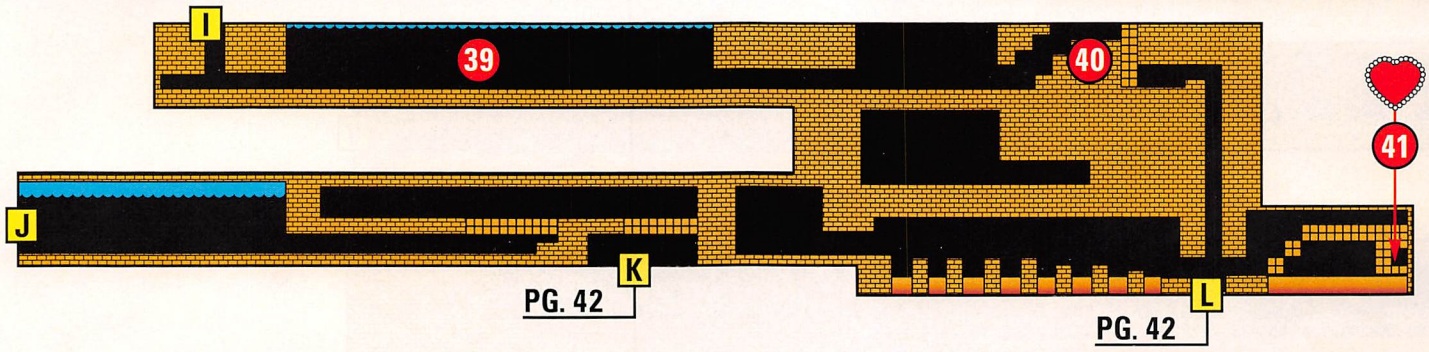


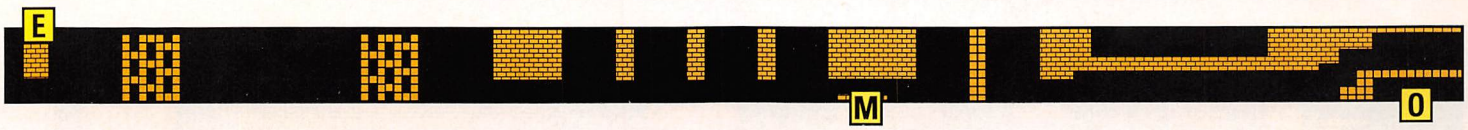
It's possible to defeat the Blue Eagle Knight by cutting your way to a position slightly below him. Kneel and slash as he leaps at you blindly. There's no dishonor in slashing your way out of the situation.

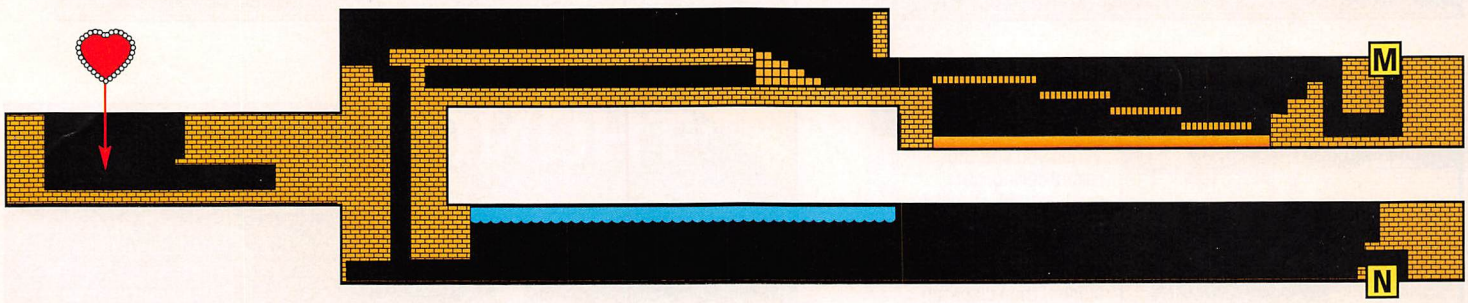


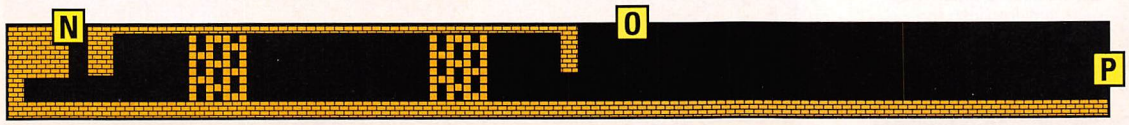
41 VISIT THE FAIRY

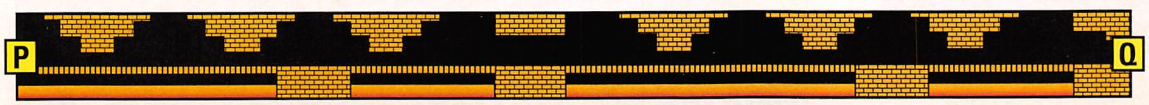
Break the bricks to descend to the fairy's chamber, but don't bust the last set above the lava, or you'll fry. The fairy is just the thing to prepare you for the next stages of the level.

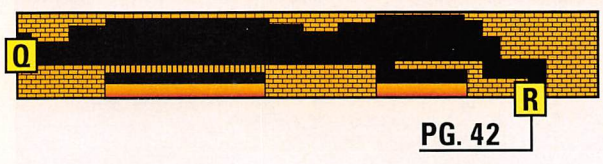


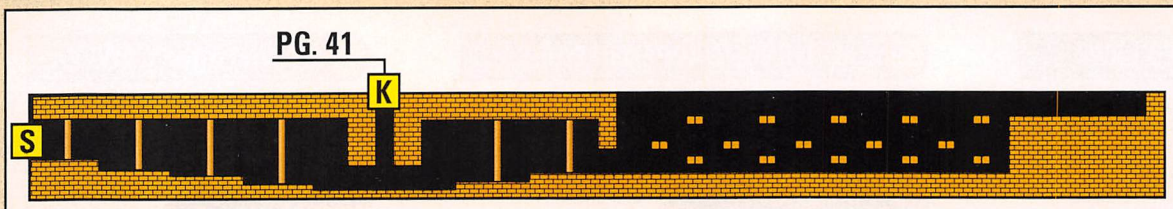


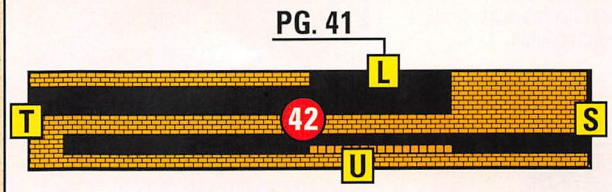




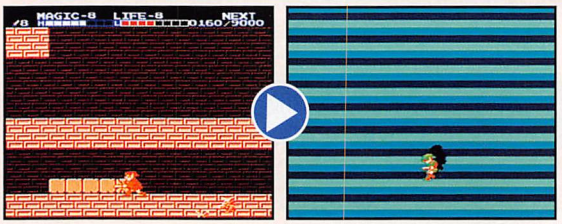




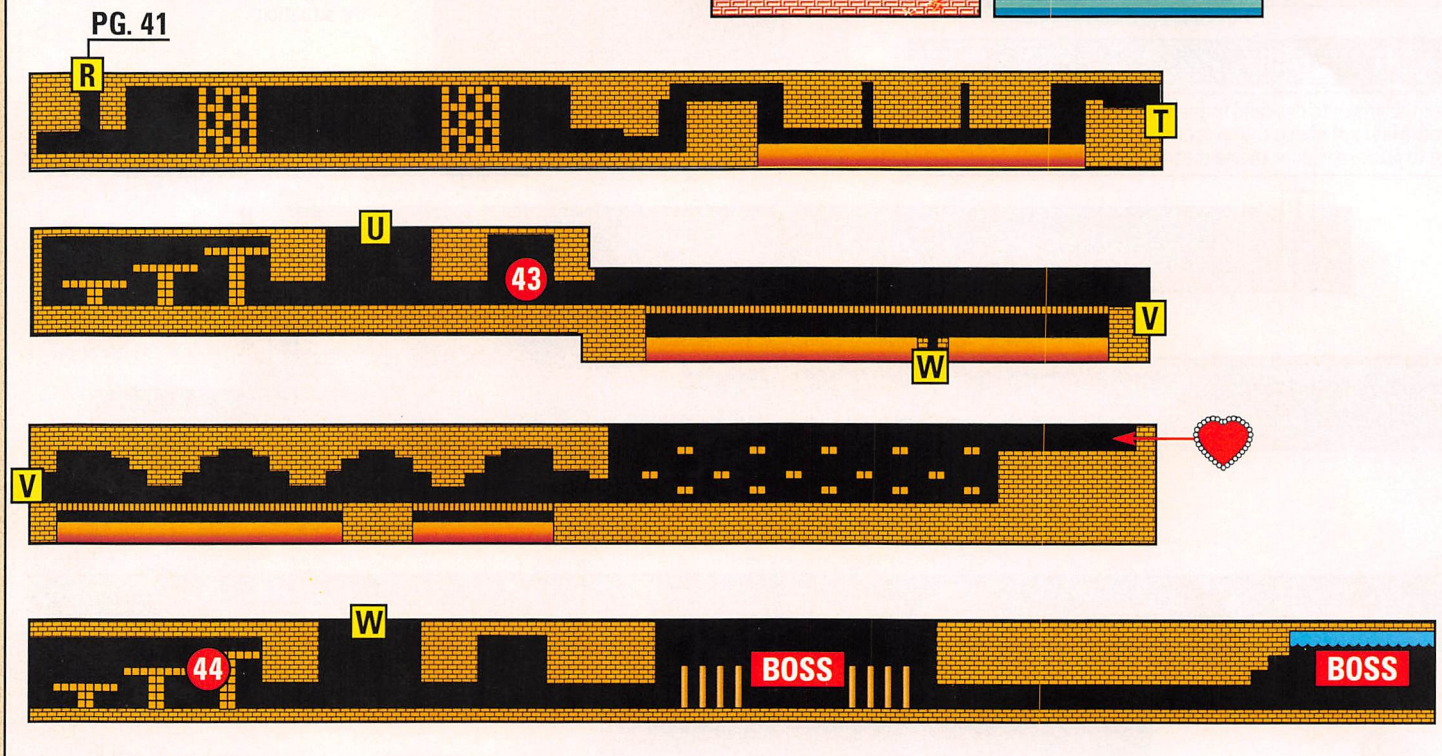




42 SMALL HOLE, BIG FALL



The bricks conceal an extremely vertical shortcut. Break the rightmost brick to reveal the hole, then leap through and prepare for a stomach-wrenching drop.



43 KING BOT



When you see the raised ceiling, get ready—the Bot will drop on you from it. Use your upward thrust to break the Bot into smaller pieces, then dispatch them one at a time. Head east and drop into the pit at point V. Be careful of the lava.

BOSS THUNDERBIRD



Cast Thunder to reveal T-Bird's face, then cast Jump, Reflect and Shield. Leap and stab at his face, his only vulnerability, while you avoid the fire he rains down on you.

44 YOUR LAST WAGER

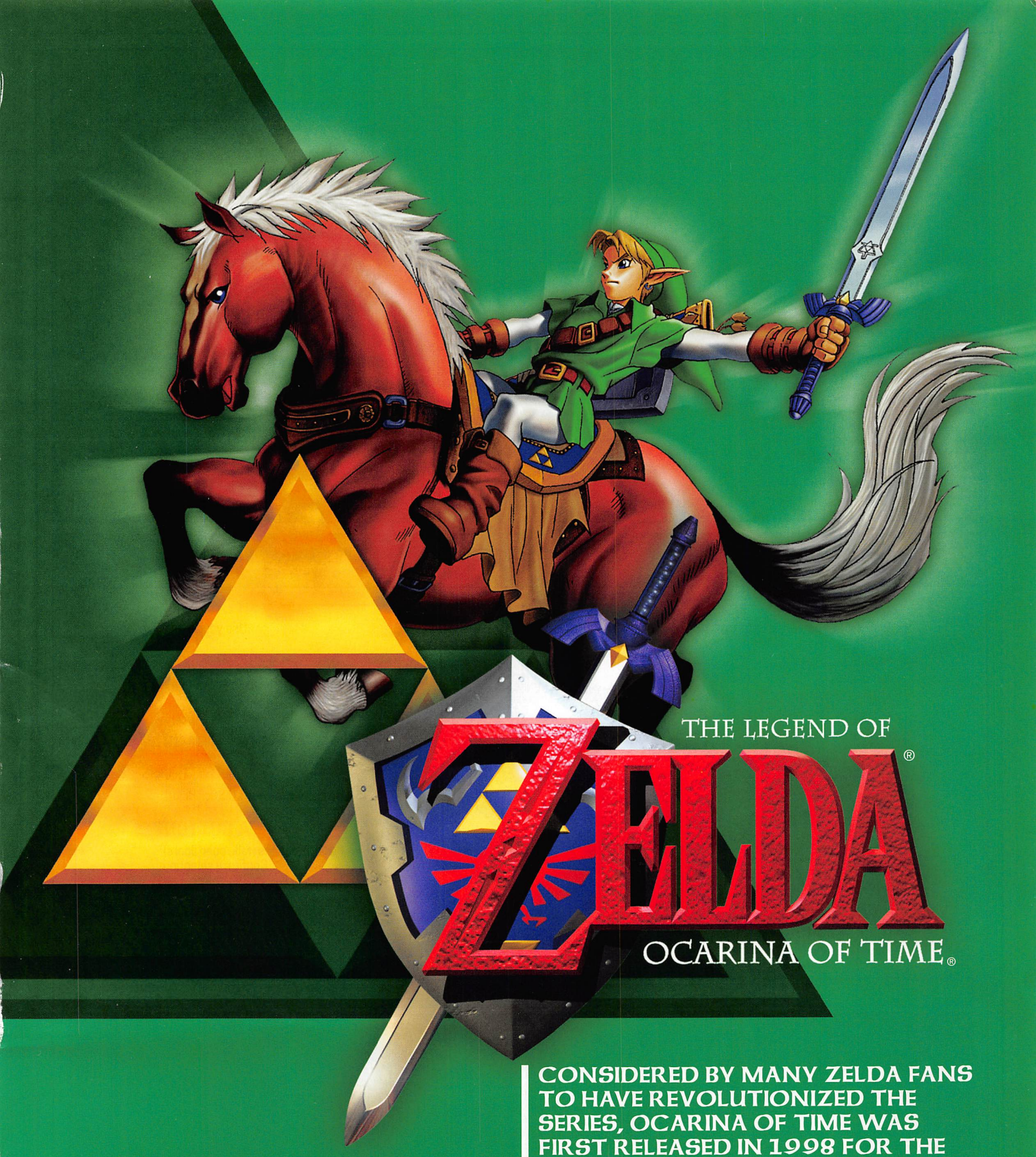


Head west once you've fallen into the pit, and smash the first two breakable bricks you encounter. You'll receive either a red Magic Container or an enemy. If it's an enemy, leave the screen, return and try again. Heal yourself with any extra magic you have before taking the jar.

BOSS LINK'S SHADOW



Cast the Shield spell, move to the left side of the screen and just keep swinging your sword. Your shadow can't resist—it'll leap into your blade over and over again.



CONSIDERED BY MANY ZELDA FANS TO HAVE REVOLUTIONIZED THE SERIES, OCARINA OF TIME WAS FIRST RELEASED IN 1998 FOR THE N64. FOR THE FIRST TIME IN ZELDA HISTORY, LINK CAN RIDE A HORSE, PLAY MAGICAL SONGS ON THE OCARINA AND MORE AS HE TRAVELS THROUGH TIME TO SAVE HYRULE.

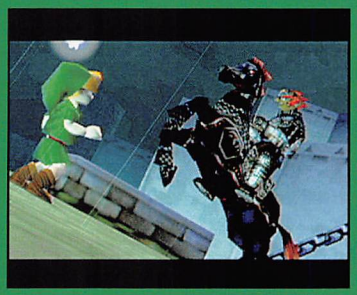
OCARINA OF TIME



The Hero of Time embarks on one of his greatest adventures ever in Ocarina of Time. The King of Evil, Ganondorf, seeks to harness the power of the three goddesses by obtaining the three Triforce pieces. Will Link be able to stop Ganondorf, or will Hyrule fall into the shadows forever?



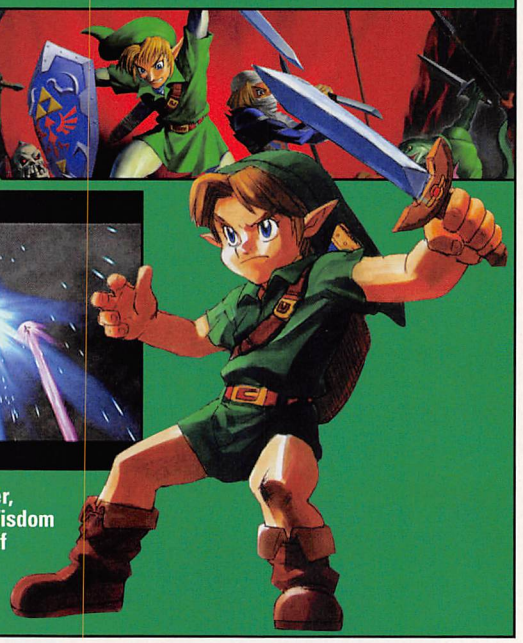
The connection between Princess Zelda and Link is a mysterious one. Zelda plays an important role in Link's story. The princess will give Link one of his most precious possessions—the Ocarina of Time.



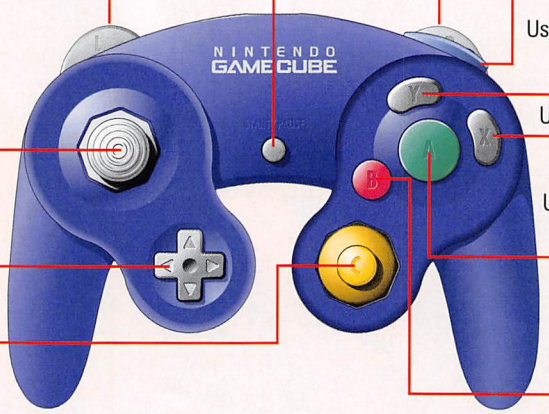
Link's dreams are plagued by visions of a fateful encounter with Ganondorf. Little does Link know that his dreams are premonitions of his quest to rid the world of Ganondorf and his evil armies.



Din, Goddess of Power, Farore, Goddess of Wisdom and Nayru, Goddess of Courage, created the the world and the Triforce.



LINK IN MOTION



L BUTTON
Lock on to a person, creature or object

START/PAUSE
View a subscreen

R BUTTON
Use your shield

Z BUTTON
Use an item (same as C Stick Down)

CONTROL STICK
Move Link
Navigate menus

Y BUTTON
Use an item (same as C Stick Left)

X BUTTON
Use an item (same as C Stick Right)

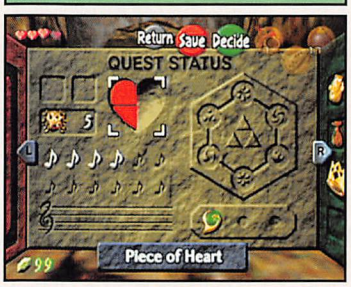
CONTROL PAD
Show or hide the map

A BUTTON
Perform actions (talk, open doors)
Confirm a selection
Play the ocarina

C STICK
Change perspective
Speak to Navi
Use items (Left, Down and Right)
Play the ocarina

B BUTTON
Swing your sword
Cancel a selection

QUEST STATUS MENU



The Quest Status menu keeps track of the quest items Link has collected. Link's songs, Pieces of Heart, Skulltula Tokens and more appear on the menu.

EQUIPMENT MENU



As Link collects equipment such as swords, tunics and shields, it will appear in the Equipment menu. Each equipment type will appear on its own horizontal bar.

SELECT ITEM MENU



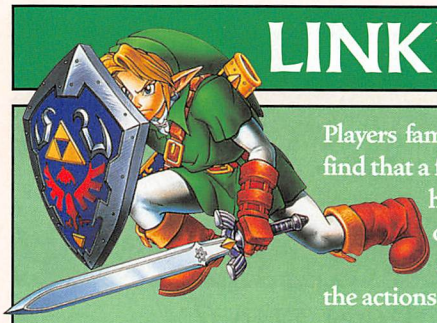
Link's items that you can assign to the C Stick appear on the Select Item menu. Use the Control Stick to highlight an item, then press Left, Down or Right on the C Stick to ready the item.

MAP SCREEN



The Map screen displays an overhead map of Hyrule when you're in the overworld, and a dungeon map when you are in a dungeon. Important places, such as cities, appear on the map.

LINK'S COMBAT TRAINING



Players familiar with the N64 Ocarina of Time controls will find that a few things have changed (for example, the L Button has taken over the Z Button's use), but all players will catch on quickly. From sword moves to swimming strategies to horseback riding, Link can perform all the actions he needs to interact with the world around him.



Z-targeting from the N64 Ocarina of Time has become L-targeting on the GCN. Hold down L to target and lock on to an enemy, object or friend.

THE BASICS

OPEN OR INTERACT	PRESS THE A BUTTON TO INTERACT WITH DOORS, SWITCHES, ETC.
GRAB, PUSH OR PULL	PRESS & HOLD A + FORWARD OR BACK ON THE CONTROL STICK.

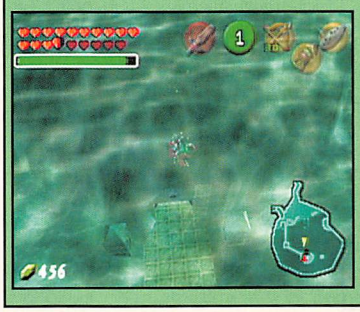


Some objects, such as stone blocks and wooden crates, are too heavy for Link to pick up. You can push or pull heavy objects by pressing A and moving the Control Stick forward or back. Pushing and pulling blocks will often open up a new path or door, revealing secrets.

GRAB & THROW	PRESS A TO GRAB, THEN PUSH FORWARD AND A TO THROW.
ROLL ATTACK	RUN FORWARD AND PRESS THE A BUTTON TO ROLL INTO AN OBJECT.
DROP FROM LEDGES	PRESS THE A BUTTON TO DROP WHEN DANGLING FROM LEDGES.

SWIMMING

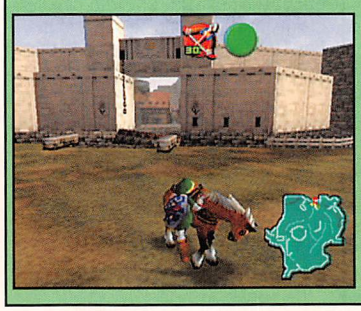
SWIM	USE THE CONTROL STICK TO MOVE LINK IN THE DESIRED DIRECTION.
DIVE	PRESS AND HOLD THE A BUTTON TO MAKE LINK DIVE UNDERWATER.



While in water, press A to dive, and maneuver through the water with the Control Stick. You'll need to dive to collect some items, such as Rupees, and to enter some areas. Link will let you know when he needs air by resurfacing automatically.

HORSEBACK RIDING

MOUNT OR DISMOUNT	PRESS A TO MOUNT OR DISMOUNT EPONA.



After you get Epona, Link will be able to ride horseback. Stand next to Epona and press A to begin climbing onto her back. When Climb appears over the A Button symbol, press A again to hop onto her back. To dismount, press A while Epona is standing still.

COMBAT MOVES

SLICE	PRESS B OR PRESS L, RIGHT ON THE CONTROL STICK AND B.
CHOP	PRESS L AND B.
STAB	PRESS L, FORWARD ON THE CONTROL STICK AND B.
GUARD	PRESS AND HOLD R TO GUARD WITH YOUR SHIELD.
SPECIAL CUT	TAP B THREE TIMES IN A ROW.



Link's Special Cut is a vigorous sword combo that lets Link slash at his enemy several times, ending with a final upward strike. To perform the Special Cut, press B three times in a row. Special Cut works very well with L-targeting for taking out tougher enemies.

SPIN ATTACK	HOLD B, THEN RELEASE OR ROTATE THE CONTROL STICK AND PRESS B.



The spin attack is Link's most powerful sword move—he holds out his sword and spins in a circle, striking all enemies in a radius around him. Hold B until Link's sword flashes, then let go of B or rotate the Control Stick once and press B again to perform the attack.

DODGE	HOLD L, PUSH LEFT OR RIGHT ON THE CONTROL STICK AND PRESS A.



Link can dodge an oncoming blow by hiding behind his shield and jumping out of the way. Hold L to L-target the enemy, and push Left or Right on the Control Stick while pressing A—Link will dodge.

A HERO'S ESSENTIALS



Link has many wondrous weapons and items at his disposal to aid him on his quest through time. Some items are available only to young Link, while others are exclusive to adult Link. A few of Link's special items, such as the Lens of Truth, use magic power.



BOMB



Link can use bombs to open up weak spots in the walls, blow up boulders that block underground grottoes, and blast his enemies. Place bombs by a target or throw them while running.

BOMBCHU



A Bombchu is a mechanical mouse with a bomb inside. Link can have Bombchu climb walls and fit in tight spaces to explode on targets that are out of his reach.

BOOMERANG



With the boomerang, Link can knock out smaller enemies, stun larger foes, hit switches and collect treasure that is out of reach. The boomerang always returns to him.

BOTTLE



Bottles are an essential part of Link's quest—there are four to collect. Some things must be kept in bottles, such as potions, fairies, water and fish.

DEKU NUT



When Link throws a Deku Nut, it explodes in a flash of bright light, stunning some enemies. Link can find Deku Nuts by defeating enemies, breaking stones or chopping bushes.

DEKU SHIELD



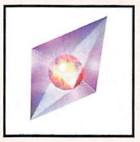
The Deku Shield is crafted from the wood of the mighty Deku Tree. Link can purchase the wooden shield in Kokiri Forest for 40 Rupees at the beginning of his journey.

DEKU STICK



Deku Sticks act as both tools and weapons. Link can swing Deku Sticks at enemies, but they break easily. Light a Deku Stick on fire to make a temporary torch.

DIN'S FIRE



Din's Fire is the first of the goddess spells that Link discovers. When Link uses Din's Fire he is surrounded by a shield of fire that keeps enemies at bay. It costs four MP to cast.

FAIRY BOW



The Fairy Bow is Link's ranged weapon of choice as an adult. He can shoot three special arrow types with the Fairy Bow: Fire Arrows, Ice Arrows and Light Arrows.

FAIRY OCARINA



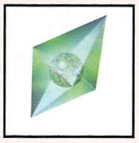
The ocarina is a flutelike musical instrument. There are two ocarinas that Link will use to play his magical songs: the Fairy Ocarina and the Ocarina of Time.

FAIRY SLINGSHOT



When Link is a child, he shoots enemies at range with the Fairy Slingshot. The slingshot requires a stock of Deku Seeds for ammunition.

FARORE'S WIND



Link uses Farore's Wind to create warp points. Once Link creates a warp point, he can teleport back to the spot. Use the Dispel Warp Point command to deactivate a warp point.

FIRE ARROW



Fire Arrows are infused with fire magic—they ignite when they hit their target. Fire Arrows consume magic when Link shoots them.

GOLD SCALE



The glittering Gold Scale grants Link the freedom to dive to depths that were previously reachable only by the Zoras. Link can win the Gold Scale at the fishing pond.

GOLDEN GAUNTLETS



The Golden Gauntlets grant Link amazing strength. When Link wears the mighty gloves, he can move the huge pillars blocking the Great Fairy's Fountain near Ganon's Castle.

GORON BRACELET



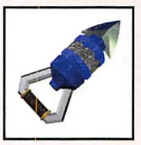
The Goron Bracelet increases Link's strength, enabling him to lift heavier objects, such as Bomb Flower bombs. Link will get the Goron Bracelet in Goron City.

GORON TUNIC



The Goron Tunic protects Link from the dangerous heat inside the Death Mountain crater. As an adult, Link will receive the fire-resistant tunic from Darunia's son in Goron City.

HOOKSHOT



Link can use the Hookshot as a grapple to grab objects or to swing across gaps. He can also use it as a weapon. The Hookshot later becomes the Longshot.

HOVER BOOTS



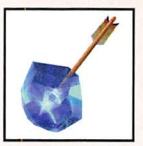
Link will kick up his heels once he acquires the winged Hover Boots in the Shadow Temple. The boots allow Link to cross pits for a short distance without falling in.

HYLIAN SHIELD



The Hylian Shield is a strong metal shield that will protect Link from harsh elemental attacks. As an adult, Link can purchase the Hylian Shield at the bazaar for 80 Rupees.

ICE ARROW



Ice Arrows contain ice magic that will freeze enemies when they strike. If Link runs out of magic while using elemental arrows, he can still use them as regular arrows.

IRON BOOTS



Iron Boots are crafted with heavy metal soles to keep the wearer firmly planted on the ground. The boots are especially useful underwater and in areas with strong wind.

KOKIRI SWORD



The mystical Kokiri Sword is a treasure of the Kokiri Forest that Link claims at the beginning of his journey. Only young Link may wield the Kokiri Sword.

LENS OF TRUTH



The Lens of Truth enables Link to see beyond the veil of magic and shadows to detect invisible items and fake walls. The mysterious lens consumes magic power over time.

LIGHT ARROW



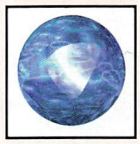
Light Arrows use twice the magic of Fire or Ice Arrows, but they do greater damage. The holy arrows are a gift from Princess Zelda and the key to defeating Ganondorf.

MIRROR SHIELD



The Mirror Shield reflects sunlight and magical energy with its polished surface. Adult Link can also illuminate evil with it when he tilts it at the correct angle.

SILVER SCALE



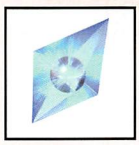
The Silver Scale enables Link to swim deeper. Zoras give the special scales plucked from their best divers to those who prove themselves worthy by passing a simple test.

MAGIC BEANS



Plant Magic Beans in plots of soft soil and water them as young Link. When you return to the spot where you planted them as an adult, you can use them to reach high spots.

NAYRU'S LOVE



The last of the goddess spells, Nayru's Love protects Link from harm within a sphere of magic for a short period of time. It takes 12 MP to cast.

ZORA TUNIC



The Zora Tunic is woven out of fish gills, enabling the wearer to breathe underwater like the Zoras. As an adult, Link receives the Zora Tunic from King Zora himself.

MEGATON HAMMER



The Megaton Hammer is a mighty weapon that adult Link can wield to crush blocks and push rusty switches. It also serves as a handy (but slow) weapon.

SILVER GAUNTLETS



The Silver Gauntlets increase adult Link's strength. When he wears the prized gloves, Link can lift heavy things that he could not lift with the Goron Bracelet.

WANDERING HYRULE



The land of Hyrule is full of secrets and curious people who will aid you on your quest through time. As you wander to the farthest reaches of Hyrule, many of the people you meet will impact your quest. Here are some tips to help you along your way.



LISTEN TO YOUR INNER FAIRY



Navi is a neverending fountain of useful information. When she wants to tell you something, she'll call out to you. Navi often has tips about enemies, places and items.

LEAVE NO STONE UNTURNED



People drop the most curious things. Break small stones and cut the tall grasses to find Rupees, bombs and other items—it's a great way to restock!

BEWARE WHEN NIGHT FALLS



When night falls, areas that were safe during the day become more dangerous. Ravenous monsters appear at night in areas such as Hyrule Field, so be on your guard.

SHORTCUTS THROUGH HYRULE



There are shortcuts throughout Hyrule that connect areas such as the hidden passage between Zora's River and the Lost Woods. Shortcuts make traveling easier!

NOT JUST AN EMPTY BOTTLE



Although empty bottles may seem useless, they are actually very valuable for holding things. Link can collect four reuseable bottles throughout his quest.

HELPING OTHERS PAYS OFF



Helping the townsfolk with their dilemmas pays. Talk to the people you encounter to see if they need any assistance—they might reward you with Rupees or items.

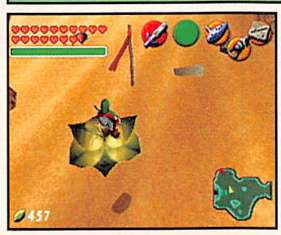
TIMES CHANGE

IN SEVEN YEARS' TIME



Some of the areas you visited as young Link, such as Kakariko Village and Hyrule Castle, have changed drastically over seven years under Ganondorf's evil magic.

MAGIC BEANS HAVE SPROUTED



Magic Beans that young Link planted and watered will have grown to maturity when Link returns as an adult. You can use the stalks to reach new places.

A FACE NO ONE COULD FORGET



Many of the people Link meets in Hyrule as a child will recognize him as an adult. Revisit friends such as Malon and Princess Ruto to catch up on old times.

THE LAND OF HYRULE



Your quest to defeat the evil Ganondorf is a long and harrowing one, spanning both time and distance. The map below shows the entire land of Hyrule. Many things change over time, but the layout of the land will remain the same.



SPIRIT TEMPLE

HAUNTED WASTELAND

DESERT COLOSSUS

GERUDO FORTRESS

GERUDO VALLEY

LAKE HYLIA

WATER TEMPLE

FAIRY LOCATIONS

When you discover a Fairy Fountain, you can use an empty bottle to capture the fairies that live inside for later use. You can also find fairies by playing songs on your ocarina near the mysterious Gossip Stones.

GREAT FAIRY'S FOUNTAINS



The six Great Fairies of Hyrule will grant unique magical powers, including special attacks and powerful spells, to anyone who is clever enough to find their well-hidden fountains. The Great Fairies are strange and elusive beings—they dwell in caves blocked by large boulders. You must possess the right equipment to reach the fountains. The list below provides information on the six Fairy Fountains.

On top of Death Mountain, blow up the wall to the left of the entrance to Death Mountain Crater. The Great Fairy will grant you a magical spin attack.

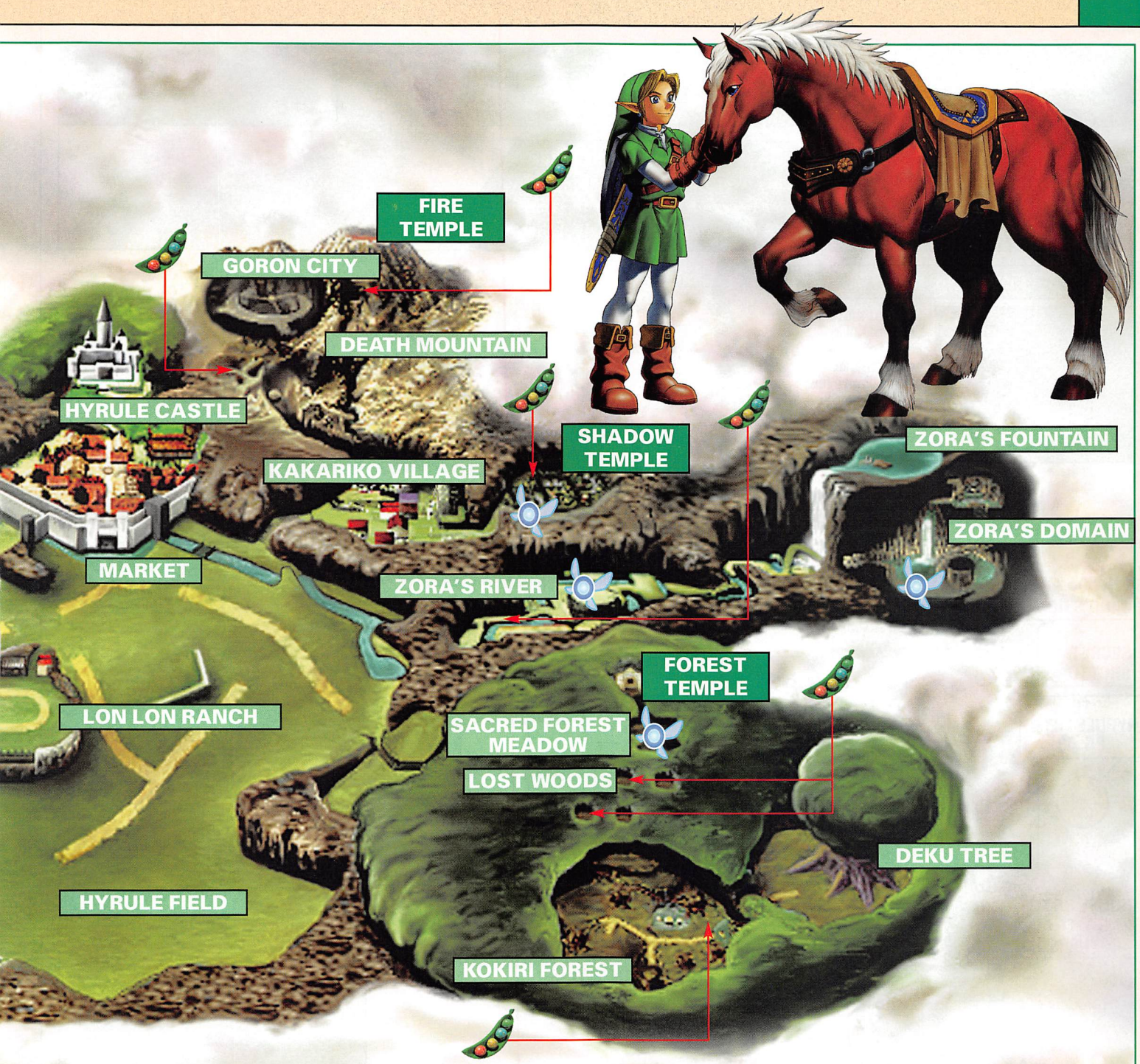
At Hyrule Castle, walk left past the gate that guards the main path to Hyrule Castle and look for a small nook. Bomb the boulder that blocks the entrance to the Great Fairy's Fountain. The Great Fairy will grant you Din's Fire.

In Zora's Fountain, bomb the boulder on the ledge behind Jabu-Jabu. The entire wall behind the boulder will give way, revealing the entrance to a cave where the Great Fairy's Fountain is. The fairy's gift is the Farore's Wind goddess spell.

Inside Death Mountain Crater, use the Megaton Hammer to break the boulders that block the Great Fairy's Fountain to the left of the shortcut to Goron City. The Great Fairy inside will double your magic meter.

Look for a suspicious crack on the stone wall between two palms near the oasis in Desert Colossus. Bomb the cracked wall to reveal the Great Fairy's Fountain. The Great Fairy inside will grant you the Nayru's Love goddess spell.

Once Hyrule Castle has turned into Ganon's Castle, check the area where you received Din's Fire. Use the Golden Gauntlets to move the giant boulder that blocks the entrance to the Great Fairy's Fountain. Your final gift from the Great Fairies is stronger defense—all damage you receive is halved.



MAGIC BEAN STALKS

When Link is a child, visit the Magic Bean merchant along Zora's River—you can buy up to 10 beans, but the price increases for each. When you plant and water a Magic Bean, it will sprout into a hovering shrub that will help you to reach special items or new areas. When you use the Song of Storms to water a sprout, sometimes a fairy will appear. To scare up a Gold Skulltula, release bottled bugs in a plot of soft soil before you plant a Magic Bean.

When Link is a child, play the Bolero of Fire to warp to Death Mountain Crater. Quickly release some bottled bugs and plant a Magic Bean in the nearby patch of soft soil before the heat gets to you, then warp out.

Next to the entrance to Dodongo's Cavern, you'll find a patch of soft soil. Scare out the Gold Skulltula with some bugs, then plant the Magic Bean.

Visit the Spirit Temple when Link is a child. Release some bugs in the patch of soft soil to the left of the entrance, then plant a Magic Bean.

You can plant a Magic Bean in the soft soil on the upper ridge of Kakariko Graveyard, but scare out the Gold Skulltula first with some bottled bugs.

In Gerudo Valley, along the Gerudo River, grab a Cucco and use it to help you float to the plot of soft soil at the foot of the falls. Extract the Gold Skulltula with some bottled bugs, then plant the Magic Bean next to the cow.

In Kokiri Village, plant a Magic Bean in the patch of soft soil next to the Kokiri shop to reach the treasure on and around the village rooftops. Release some bottled bugs near the soil first to collect the Gold Skulltula.

Enter the Lost Woods and take two lefts to see the bridge. Release some bottled bugs on the ledge near the soft soil to collect the Gold Skulltula, then plant a Magic Bean to explore the area surrounding the bridge into Kokiri Forest.

At Lake Hylia, drop a bottle of bugs into the hole to reveal a Gold Skulltula before planting a Magic Bean in the patch next to the Lakeside Laboratory.

There is a clearing between the shortcut to Zora's River and the entrance to the Sacred Forest Meadow. Look for the soft soil and drop a bottle of bugs in the hole to collect the Gold Skulltula, then plant and water a Magic Bean.

Test out a Magic Bean in the soft soil next to the Magic Bean merchant after you purchase one from him. You won't find a Gold Skulltula in the spot, but you'll be able to take a quick ride to the river's mouth when you return in seven years.

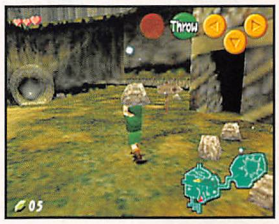
KOKIRI FOREST



Under the shady canopy of the Great Deku Tree and the Kokiri Forest, a small village of spritely forest folk thrives happily. The Kokiri, a race of elfin people that never grow old, live in seclusion from the outside world. Link's quest is about to change all of that.

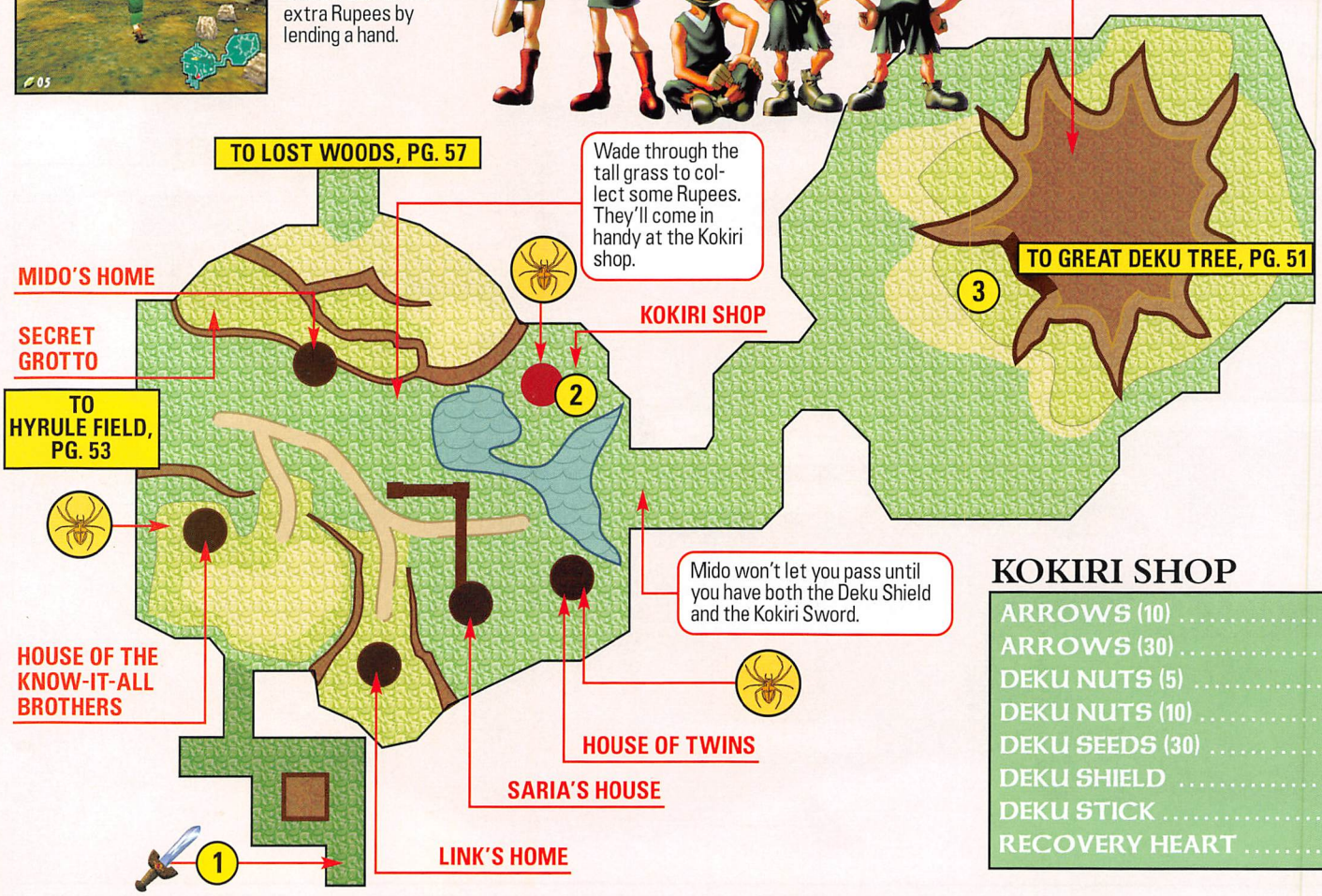


LEND A HELPING HAND



Some of the residents of Kokiri Forest could use help with their chores. Earn a few extra Rupees by lending a hand.





KOKIRI SHOP

ARROWS (10)	20
ARROWS (30)	60
DEKU NUTS (5)	15
DEKU NUTS (10)	30
DEKU SEEDS (30)	30
DEKU SHIELD	40
DEKU STICK	10
RECOVERY HEART	10

1 FIND THE KOKIRI SWORD

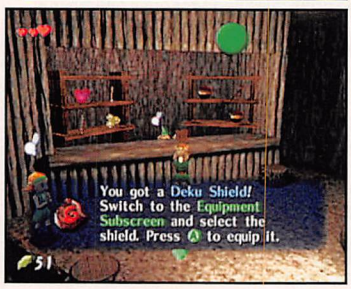




Crawl through the small passage at the end of the training center to reach a room guarded by a rolling boulder.

Wait for the boulder to roll by, then follow closely behind as it rolls around the corner. Open the chest at the end of the passage to find the mystical Kokiri Sword.

2 BUY A DEKU SHIELD



Stop by the Kokiri shop and pick up a Deku Shield for the low, low price of 40 Rupees. If you don't have enough cash, try helping some villagers with their chores.

3 THE GREAT DEKU TREE



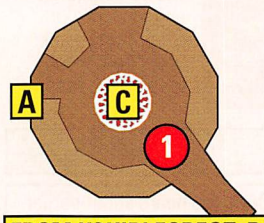
Once you've obtained the sword and shield, talk with Mido—he'll allow you to meet with the Great Deku Tree. After a brief conversation, his mouth will open and you'll enter a dungeon.

DEKU TREE DUNGEON

STEP INSIDE THE GREAT DEKU TREE

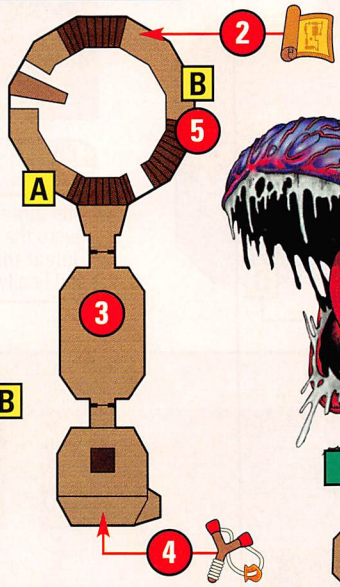
The ancient and wise Great Deku Tree has been cursed by powerful magic and desperately needs Link to rid it of the foul infection. Once you've spoken to the tree, walk into its cavernous maw and search for the source of the evil plaguing the wise plant. Prepare to encounter a maze of roots lined with traps and infested with Deku Babas, Skulltulas and other creepy creatures.

1ST FLOOR

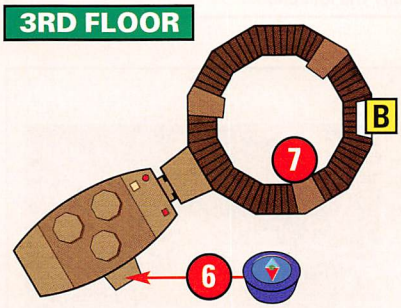


FROM KOKIRI FOREST, PG. 50

2ND FLOOR



3RD FLOOR



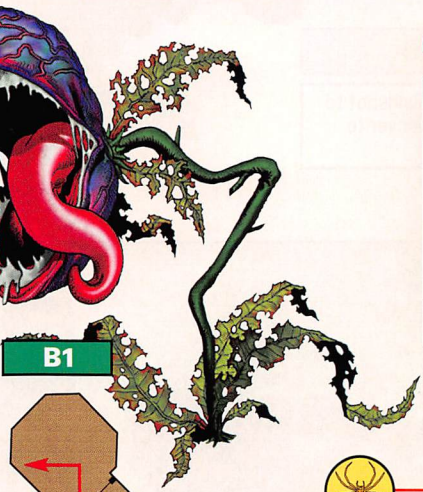
1 DEFEAT THE DEKU BABAS

Near the first-floor entrance, destroy the three Deku Babas. Use your shield to block their attacks, and counterattack with your sword. Once you've dispatched them, pick up the Deku Nuts they left behind.

2 GRAB THE MAP



Climb to the second floor and hop across the log bridge to reach a treasure chest that holds the dungeon map. Then jump to the farthest door and walk through it.



3 RIGHT BACK AT YOU

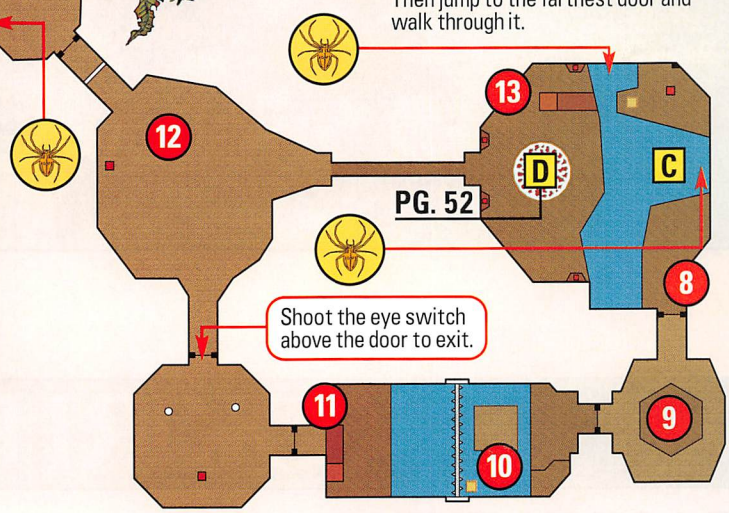


Target the Deku Scrub and block its attack with your shield. Once you've deflected a shot back at it, it'll run away. Capture it to learn a useful technique, then proceed through the door.

4 SHOOTS AND LADDERS



Upon entering the room, drop, then climb the vines to reach the top of the platform. Open the chest to find the Fairy Slingshot. Turn around and use it to shoot the ladder to escape.



5 SHOOT THE SKULLTULAS AND CLIMB TO THE TOP

Use your new Fairy Slingshot to take out the Skulltulas that cling to the wall, then climb the vines to reach the third floor. Be sure to destroy all three of the Skulltulas before you begin your climb, or they'll block your path.

7 A LEAP OF FAITH

On the third floor, eliminate the hanging Skulltula that blocks the plank that extends from the walkway. Once the Skulltula is out of the way, leap off the plank and land on the cobweb below—you'll bust through to the basement.

6 LIGHT THE PATH TO THE COMPASS



Step on the switch to cause the platforms to rise. Jump across them to reach the small treasure chest, but watch out for a hanging Skulltula above the alcove. Head back to the entrance and light a Deku Stick with the fire, then use the flaming stick to light the unlit torch—a treasure chest will be revealed on the opposite side of the room. Hit the switch and hop across the platforms to reach a chest containing the compass.

8 BURN, COBWEBS, BURN

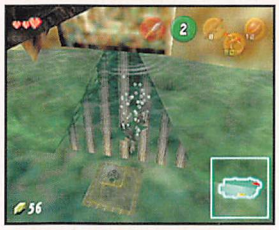


When you reach the basement, climb onto a ledge to reach an area with a switch. Activate it to light the torch, then ignite a Deku Stick and jump into the shallow area of the water. Hop across the deep spot to reach a door covered with cobwebs—use your flaming Deku Stick to torch the troublesome cobwebs and clear the way to the door.

9 FAMILY SECRETS

Press the L Button to target the Deku Scrub, and use your shield to deflect a shot back at it. Catch it to learn the secret combination to defeat the Deku Scrub Bros.: 2, 3, 1.

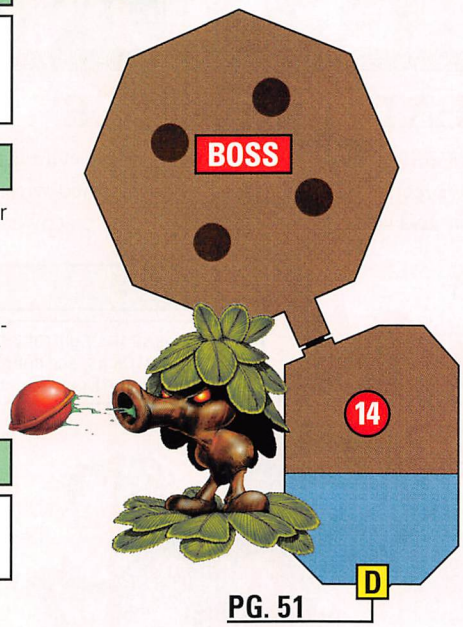
10 SPIKED-LOG TRAP



Jump into the water and dive beneath the trap to press a switch. When the water level lowers, ride the moving platform to cross under the spiked log.

11 FLING YOUR SLING

Once on the other side, use your Fairy Slingshot to take out the Skulltula, and pull the block over to make a stairway to reach the exit.

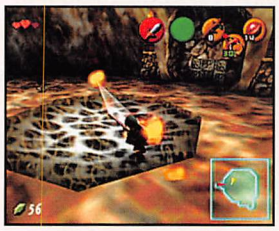


PG. 51

12 LARVAE BATTLE

Defeat the Skulltula that slides down near the entrance, then prepare to battle a group of Gohma Larvae. Watch out for their jumping attacks—use your Fairy Slingshot and your sword to slay them.

13 BURN A HOLE IN THE FLOOR



Push the block into the water to create a stepping-stone, then jump across to the burning torch and light a Deku Stick. Hurry back and burn the cobweb on the floor.

14 THE BROTHERS SCRUB

The three Deku Scrub Bros. you heard about earlier guard the door—you must defeat them in order. Defeat the middle Deku Scrub, then the right one, and finally the left one.

BOSS

GOHMA

The vicious queen Gohma, a parasitic armored arachnid, has infested the trunk of the Great Deku Tree. She's a dangerous beast, so use your Fairy Slingshot to keep a safe distance. Gohma will lay eggs that hatch into Gohma Larvae—destroy her offspring before you turn your attention back to mama.



FIRE AT THE RED EYE



Wait to see the red of her eye, then fire your Fairy Slingshot. If your aim is true, she'll be temporarily stunned.

SLASH WHEN SHE'S STUNNED



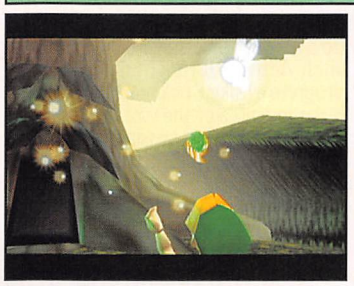
While she's stunned, hack and slash her green eye before she awakens. Repeat the process to defeat her!

KOKIRI FOREST

BACK IN THE VILLAGE

You've eliminated the loathsome beast that was living inside the Great Deku Tree and you've dispelled the curse, but the struggle against the curse took a terrible toll on the ancient tree and its days are numbered. Listen carefully to the last words of the ailing Deku Tree—you'll learn much about the devious motives of the evil desert dweller that caused the devastation.

A GIFT FROM THE DEKU TREE



When you exit the Great Deku Tree, it'll tell you more about the intentions of the wicked desert wizard that cast the curse. It will also explain the creation of the Triforce, located in the Sacred Realm of Hyrule. Before the Great Deku Tree passes away, it will give you the Spiritual Stone of the Forest, Kokiri's Emerald. It's time to leave the Kokiri Forest and head to Hyrule Field.

SARIA'S SAD GOODBYE



On your way out of Kokiri Forest, Saria will stop you to say goodbye. As a gift to remember her by, she'll give you an ocarina, which will play a crucial role in your quest.

HYRULE FIELD



A sprawling prairie connecting all corners of the realm, Hyrule Field serves as a center point for Link's travels. To the north looms majestic Hyrule Castle. By day Hyrule Field is a safe and pleasant place, but come sundown evil crawls from every crevice.



MEET KAEPORA GAEBORA



As you enter Hyrule Field, you'll be greeted by Kaepora Gaebora, a wise old owl. He'll keep a watchful eye on you and offer advice when he thinks you'll need it.

MAKE YOUR WAY TO HYRULE CASTLE



Head north to the entrance to Hyrule Castle. The castle gate is open only during daylight hours, so you may have to wait through the night for it to reopen if you arrive late.

THE FREAKS COME OUT AT NIGHT

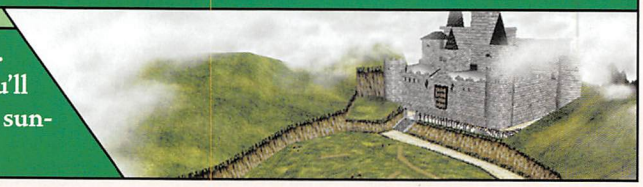


Hyrule Field is the first area in which you'll experience the night-and-day cycle. When night falls, be on the lookout for enemies that crawl out of the ground, searching for unwary travelers. You may even encounter mysterious ghosts called Poes.

HYRULE CASTLE



Home to the royal family, Hyrule Castle is a formidable fortress. When you walk over the drawbridge and through the gates, you'll find the thriving Hyrule Castle Town. You'd better arrive before sundown, though, or you'll be shut out in the cold of night.



HYRULE CASTLE TOWN MARKET

The bustling market is where shopkeepers hawk their wares and townsfolk meet and mingle. There is a variety of activities and happenings in the crowded market—you'll find many items for sale and you can play at games of luck and skill. Take time to speak with the locals and explore—and remember that some places are open only at night.

BAZAAR



The bazaar has many items for sale, most of which you can find for free. For 80 Rupees you can buy a special shield that you won't find just lying around.

POTION SHOP



Without an empty bottle, you can't purchase most of the strange items for sale at the potion shop. Return once you've found an empty bottle.

HAPPY MASK SHOP



The Happy Mask Shop doesn't work like a normal shop. You don't actually purchase the masks. Instead, you act as a salesperson.

BAZAAR

ARROWS (10)	20
ARROWS (30)	60
ARROWS (50)	90
BOMBS (5)	35
DEKU NUTS (5)	15
DEKU STICK	10
HYLIAN SHIELD	80
RECOVERY HEART	10

Though a bit too large for young Link, the Hylian Shield offers excellent protection from the harsh elements you'll encounter, and it won't burn up like the Deku Shield.



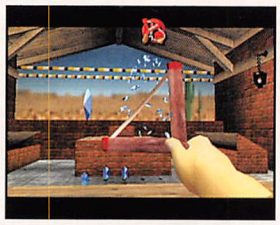
POTION SHOP

BLUE FIRE	300
BOTTLE BUG	50
DEKU NUTS (5)	15
FAIRY'S SPIRIT	50
FISH	200
GREEN POTION	30
POE	30
RED POTION	30

The curious potions and items at the potion shop may seem confusing at first, but they'll make more sense as your adventure progresses. Return periodically to stock up on potions and goods.



SHOOTING GALLERY



For a fee, you can test your Fairy Slingshot skills in the target game at the shooting gallery. A high score will earn you a nice prize.

BOMBCHU BOWLING



Bombchu Bowling won't be open right away, but when it is you'll be able to play a game of chance mixed with skill. Go ahead, try your luck!

MESSY GUARD STATION



As you enter the market, check out the guard station just after the drawbridge. The room is chock-full of jars—break them to find Rupees. Doesn't the guard look bored?



TREASURE BOX SHOP



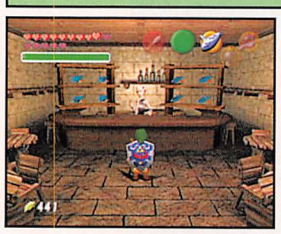
For 10 Rupees, you can play a treasure-box game. Each room has two chests—only one holds the key to the next room. Make it through all the doors to earn a prize.

MEET MALON



In the market, you'll meet Malon—the young daughter of Talon, the Lon Lon Ranch owner. Talon went to deliver some milk from the Lon Lon Ranch to Hyrule Castle, but he's been gone a long time. Malon can't find him anywhere and will ask you to help her find him. In exchange for offering to help, she'll give you a Strange Egg. Be sure to get the Strange Egg from Malon before you try to sneak into the castle.

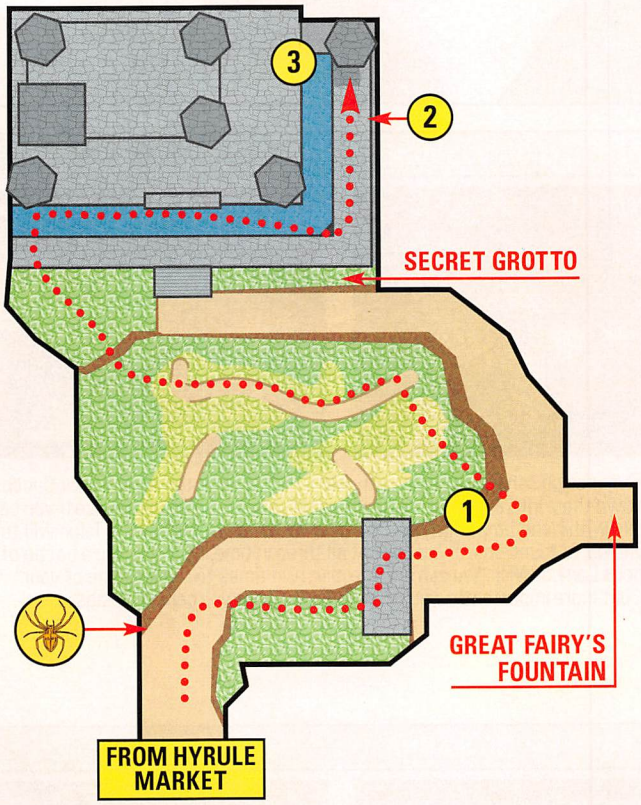
BOMBCHU SHOP



The Bombchu shop is hidden in a back alley of the market. The price is steep for a bundle of Bombchu, but they come in very handy under the right circumstances.

SNEAK INSIDE HYRULE CASTLE

The royal palace is defended by mighty stone walls and a deep moat, along with an army of guards. You may have only the good intentions of meeting the princess, but the guards don't know that—they'll do their job and try to keep you out. To reach the princess, you'll have to be stealthy. You'd better not let the guards see you, or they'll chuck you out!



1 SNEAK PAST THE GUARDS TO GET INSIDE





Climb up the vines on the earthen wall and take the ladder down into the gate to get past the first guard. Follow the dotted red line on the map to the left to sneak past the guards—run up the hill at point 1 and sneak between the guard on the left and the two guards on the right. Follow the path to the left side of Hyrule Castle and climb the rocky cliff, then jump over the fence and swim in the moat to get past the last two guards.

2 WAKE UP TALON WITH THE CUCCO



On the right side of Hyrule Castle you'll find Talon, Malon's dad, blissfully sleeping. Once the Strange Egg that Malon gave you has hatched, use the Cucco on Talon to wake him up. He'll realize that he's been keeping Malon waiting and will scramble off to find her.

3 PUSH THE CRATES TO ENTER THE CASTLE



Once Talon is out of the way, push the two crates of milk into the moat. Use the crates to jump across the moat and enter the crawlspace to get inside the castle walls. Be sure to wait for daylight to enter the crawlspace—otherwise the guards will be out in full force.

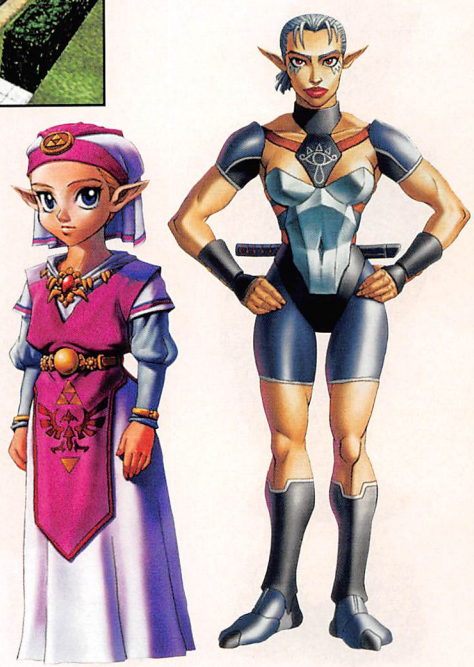
SNEAK THROUGH THE COURTYARD GARDENS



You'll have to sneak through five points that guards patrol. Keep a safe distance, watch which way the guards are looking, and use what you can for cover. Patience will help you get by the guards in one try.

A MEETING WITH A PRINCESS

Although Princess Zelda is surprised to see you, she seems to recognize you from her dreams—especially when she sees Navi and learns you're from the forest. Confirm that you have the Spiritual Stone of the Forest, Kokiri's Emerald. Zelda will mention the dreams she's been having that prophecy your quest. She'll also give you more information about the Sacred Realm if you promise to keep a secret.



LISTEN TO THE LEGEND



Zelda will tell you the legend of the three Spiritual Stones, the Sacred Realm and the Ocarina of Time. Before you leave, she'll give you a signed letter.

LEARN A FAMILIAR TUNE FROM IMPA



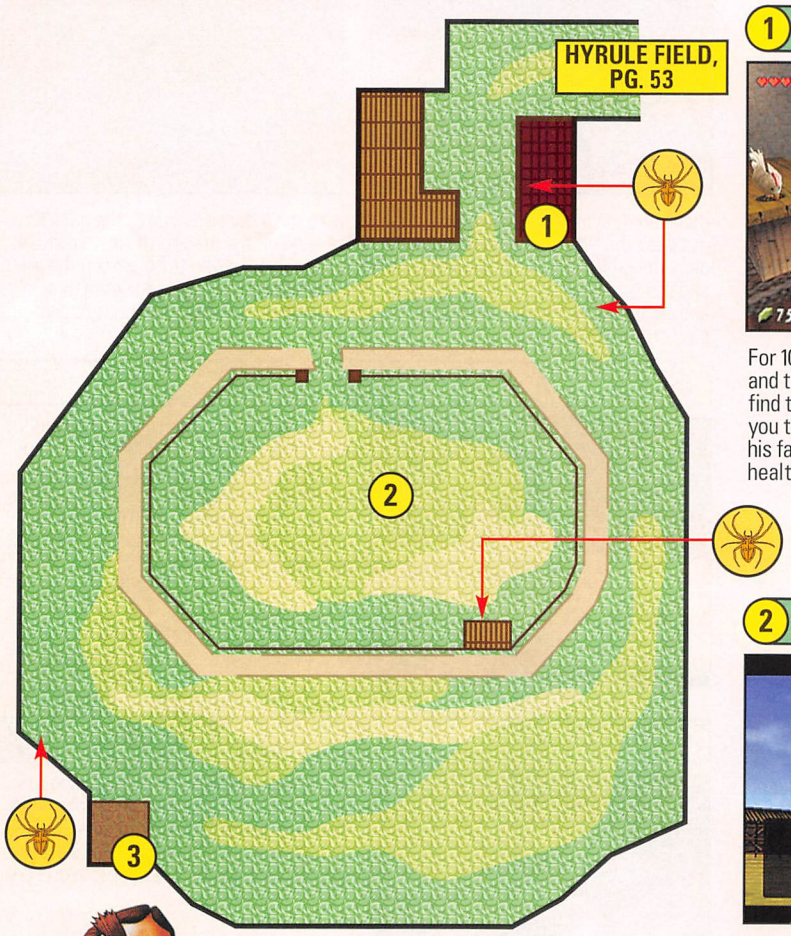
On your way out of the courtyard, you'll meet Impa, Princess Zelda's protector. She'll teach you your first ocarina song—Zelda's Lullaby.

LON LON RANCH



Valued for its award-winning cows and delicious milk, rustic Lon Lon Ranch sits on the plateau in the middle of Hyrule Field. Lon Lon Ranch is also the home of Talon and his young daughter, Malon. Be sure to stop by—they always welcome visitors.





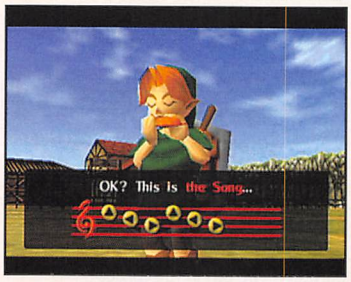
1 PLAY TALON'S CHICKEN GAME





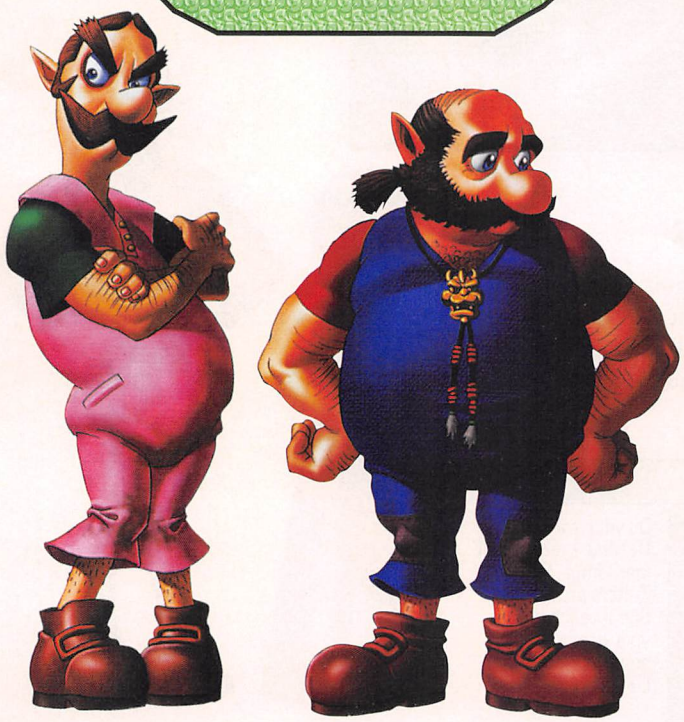
For 10 Rupees you can play a game with Talon. He has selected three Super Cuccos and thrown them into a group of regular Cuccos, and he'll give you a prize if you can find them within the time limit. Pick up a Cucco—if it's a Super Cucco, Talon will tell you that you've found one. If you can get all three in time, he'll give you a bottle of his famous Lon Lon Milk. You can use the milk two times to regain some of your health, but more importantly, you'll have a bottle that you can put things in.

2 LEARN EPONA'S SONG





Walk out to the middle of the pasture to meet Malon again. She'll introduce you to Epona, the pony. Continue talking to Malon until she mentions the song she's been singing. If you take out your ocarina, Malon will teach you Epona's Song. Once you play the song, Epona won't be scared of you any more. When you're ready, say goodbye to Lon Lon Ranch for now and head back home to Kokiri Forest.



3 A PIECE OF HEART HIDDEN WITH THE COWS





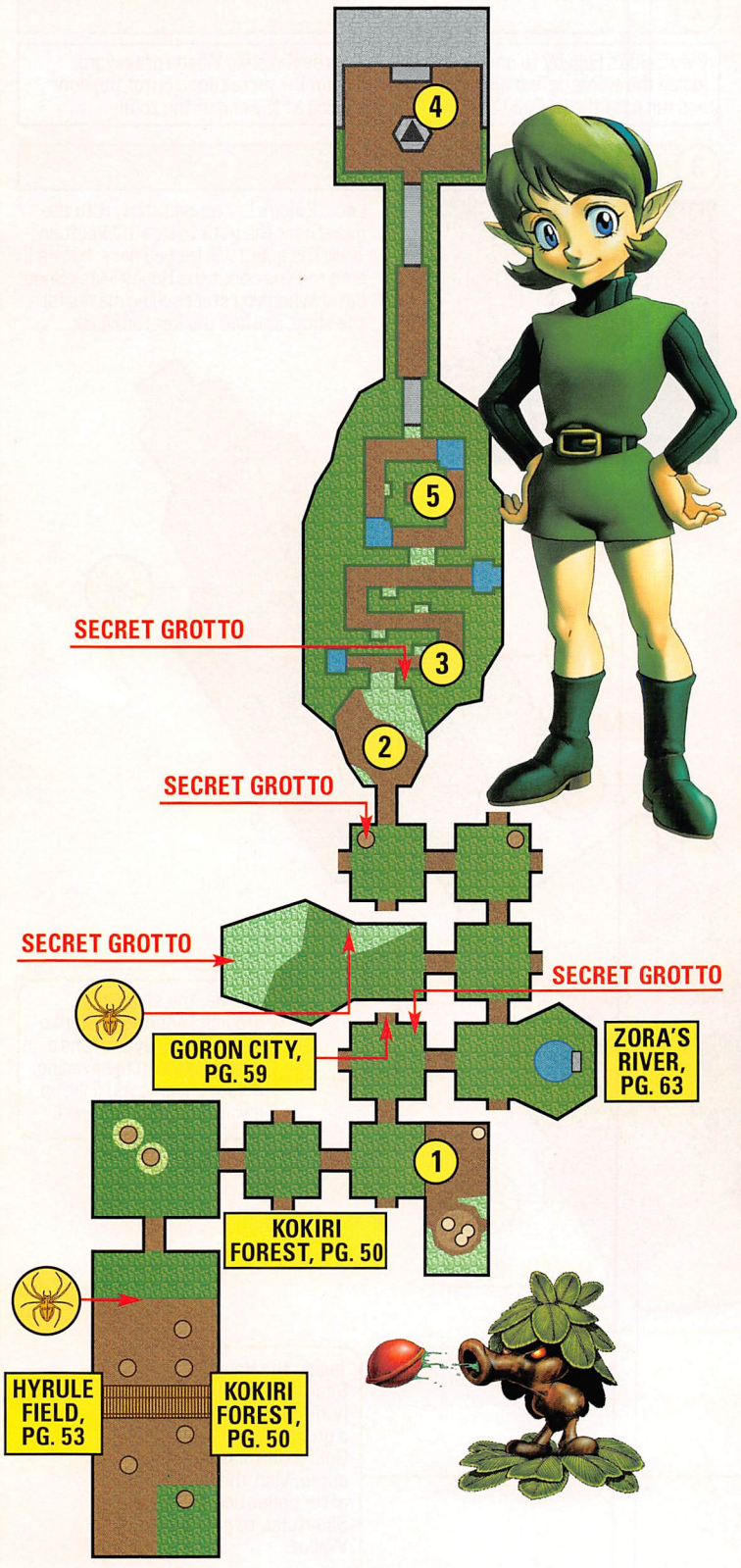
On the far side of Lon Lon Ranch, there's a shed inhabited by some of the famous Lon Lon Ranch cows. In the far-left corner, there's a hidden crawlspace—reorganize the milk crates so that the crate blocking the crawlspace shifts enough to allow you to squeeze by. A Piece of Heart is waiting for you on the other side. You'll find Pieces of Heart hidden throughout Hyrule—collect four of them to add another heart to your health meter.

THE LOST WOODS



After meeting Princess Zelda, Navi will remind you to talk with your close friend, Saria. The best place to look for her is at her favorite spot—the Sacred Forest Meadow, located at the back of a twisted maze of trees called the Lost Woods.





A LABYRINTH OF TREES

The Lost Woods is a maze of shady groves and towering trees. Many of the clearings look the same, and one wrong turn will send you back to Kokiri Village. Use the map to the left to help guide you through the forest labyrinth.

1 SLINGSHOT TARGET PRACTICE



You'll find a wooden target hanging from a tree limb at point 1 on the map. After you hit three 100-point bull's-eyes in a row with your Fairy Slingshot, a Deku Scrub will award you with a Deku Seed Bullet Bag, increasing the number of Deku Seeds you can carry to 40.

2 WOLFOS IN THE WOODS



The gate to the Sacred Forest Meadow is locked and guarded by a vicious Wolfos—you'll have to defeat it to unlock the gate. Block its attacks with your shield, then strike back. Once you've dealt enough damage, the beast will fall.

3 FEISTY DEKU SCRUBS



Navigate the simple maze of the Sacred Forest Meadow, using your Deku Shield to deflect the shots back at the Deku Scrubs. You can also use your Fairy Slingshot to shoot them.

4 SARIA'S SONG



You will find Saria sitting on a tree stump, happily playing her ocarina. She says she knows that the meadow will someday hold some great importance, and will teach you Saria's Song.

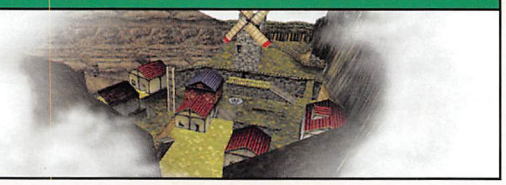
5 THE HIDDEN FAIRY FOUNTAIN

On your way back to the maze, you'll see a ladder. Climb above the shrubs to find an easier way out of the maze. Look for a secret grotto in a clearing below—it leads to a Fairy Fountain. Fairy Fountains are hidden throughout Hyrule. Visit them to regain your health and catch a fairy inside a bottle for future use. Once you've refueled, return to the Lost Woods and march on to Hyrule Field.

KAKARIKO VILLAGE

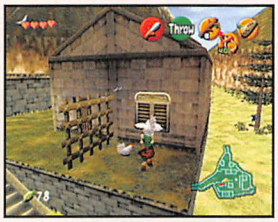


Kakariko Village is a quiet town at the base of Death Mountain. Help a distressed Cucco owner, visit the House of Skulltula and play Dampé's digging game. If you help the citizens of Kakariko Village, you'll walk away with a bottle, a Piece of Heart and the Adult Wallet.



1 CUCCO RANCHING HAS ITS REWARDS





A distressed woman at point 1 has lost her seven Cuccos. She asks you to gather them and bring them back to their pen.

The first Cucco is hanging out by the entrance to Kakariko Village. Grab the Cucco and carry it back to the fenced-off area near where you met the distraught Cucco owner.

Grab the Cucco that's walking around near the Cucco pen and use it to glide to the platform next to the House of Skulltula. Toss the two Cuccos off the platform and take one of them back to the Cucco pen.

Use the other Cucco you threw off the ledge to glide again. Jump off the ledge left of the Windmill door—aim for the platform next to the red building to get across the fence. Below you'll find a Cucco. Throw both Cuccos over the fence.

Climb up the ladder that leads to the hill on the left side of the Windmill to find a Cucco. Grab it and take it back to the pen. Collect the two Cuccos you threw over the fence earlier, and take them back to the Cucco pen.

Look near the gate to Death Mountain Trail to find another Cucco wandering around. Grab it and take it back to the Cucco pen.

The last Cucco is hiding in a crate against a house near the entrance to Kakariko Village. Roll into the crate to destroy it, then take the Cucco back to the pen. Once you've returned all the Cuccos, the woman will give you an empty bottle.

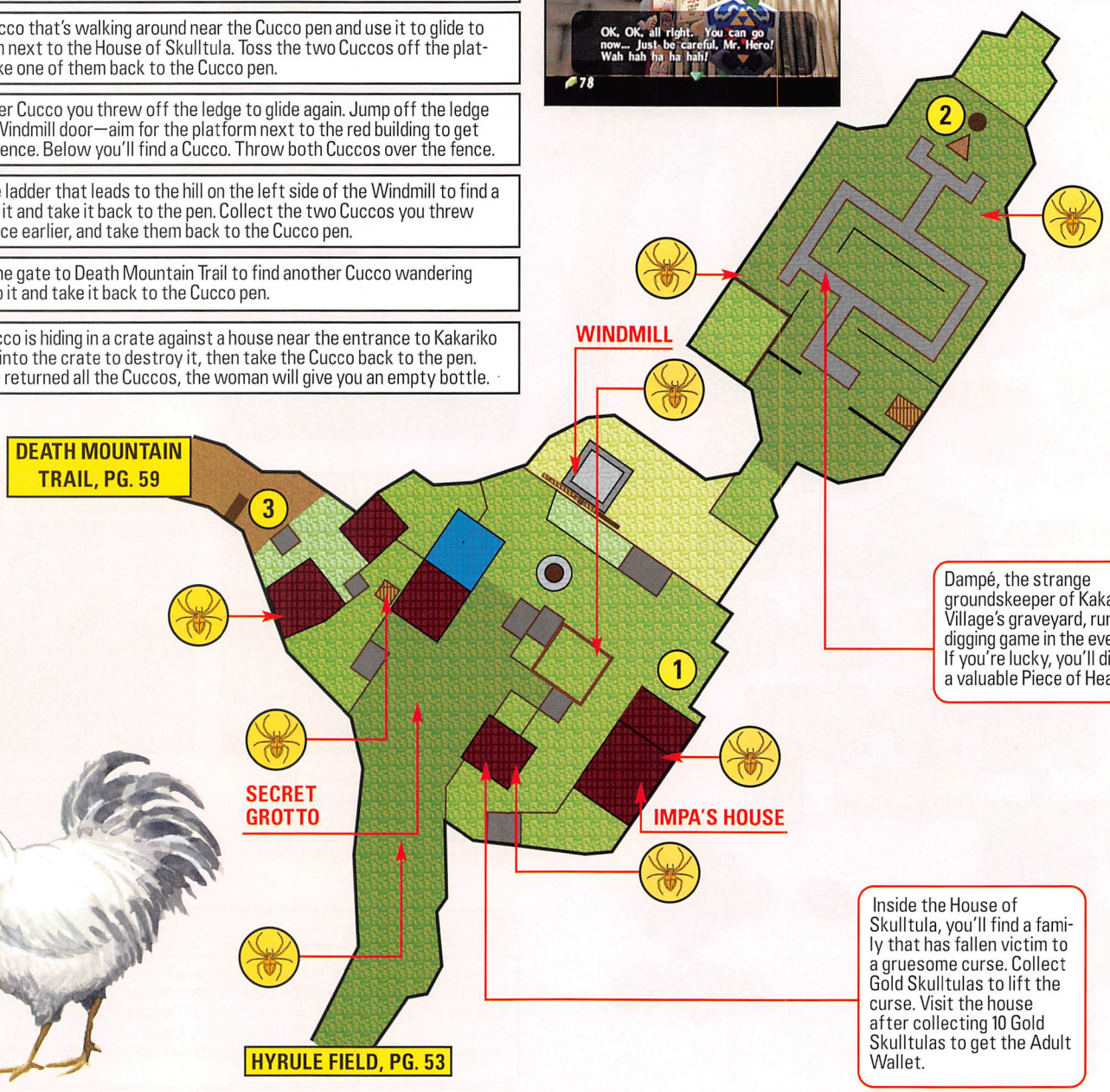
2 WHAT LIES BENEATH THE GRAVEYARD

Play Zelda's Lullaby to open a secret tomb in the Kakariko Village graveyard. Inside the tomb, defeat all of the Keese to unlock a secret door. Enter the door and run past the ReDead to check the engraving at the end of the tomb.

3 CHAT WITH THE GUARD



Equip Zelda's Letter and show it to the guard near the gate to Death Mountain Trail. The guard will let you pass, but he'll also tell you about the Happy Mask Shop. Later when you start selling masks for the shop, sell him the Keaton Mask.



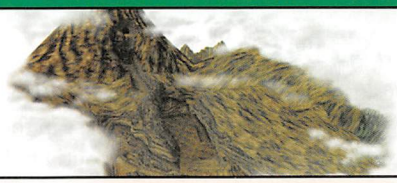
Dampé, the strange groundskeeper of Kakariko Village's graveyard, runs a digging game in the evening. If you're lucky, you'll dig up a valuable Piece of Heart.

Inside the House of Skulltula, you'll find a family that has fallen victim to a gruesome curse. Collect Gold Skulltulas to lift the curse. Visit the house after collecting 10 Gold Skulltulas to get the Adult Wallet.

DEATH MOUNTAIN

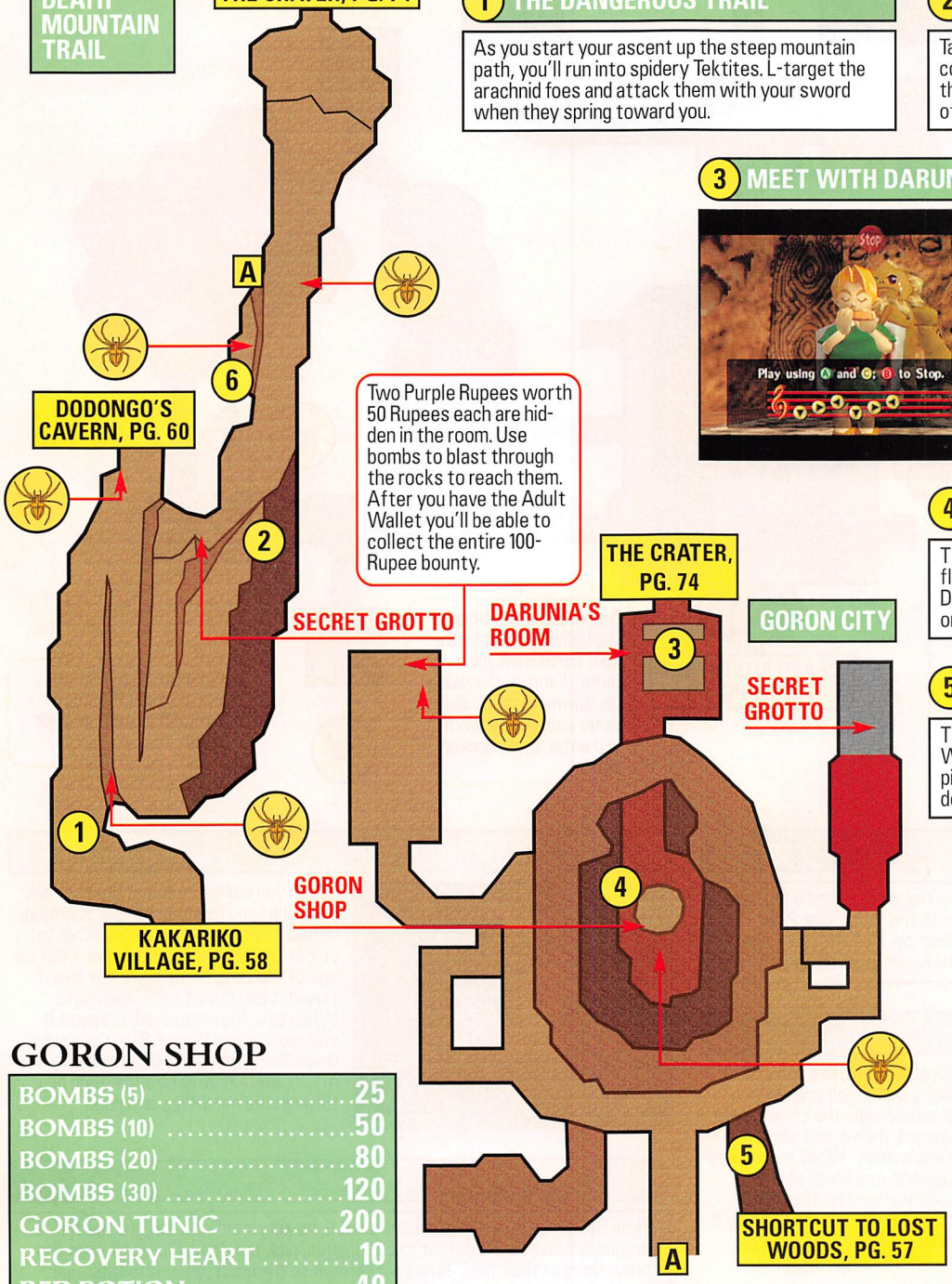


Death Mountain is a dangerous volcano, but also home to the friendly Gorons. Link finds the Gorons in dire need of help after braving the steep mountain path to Goron City. Darunia, chief of the Gorons, tells Link of his plight and gives him the prized Goron Bracelet.



ASCEND DEATH MOUNTAIN TRAIL TO GORON CITY

The treacherous path that leads to Goron City is a gauntlet of falling rocks, Tektites and dangerous cliffs. Bring your sturdy Deku Shield to protect yourself from the mountain's dangers. When you return with bombs, use them to collect the gold Skulltula Tokens hidden along the path. Watch your step and ready your Kokiri Sword as you make your way to Goron City.



GORON SHOP

BOMBS (5)	25
BOMBS (10)	50
BOMBS (20)	80
BOMBS (30)	120
GORON TUNIC	200
RECOVERY HEART	10
RED POTION	40

1 THE DANGEROUS TRAIL

As you start your ascent up the steep mountain path, you'll run into spidery Tektites. L-target the arachnid foes and attack them with your sword when they spring toward you.

2 AS THE GORON ROLLS

Talk to the Goron near the cavern entrance. As you continue up the trail, watch out for rolling Gorons—they'll flatten you if you get in their way. At the end of the path lies the entrance to Goron City.

3 MEET WITH DARUNIA

At the bottom of Goron City you'll find a Royal Seal on the floor. Play Zelda's Lullaby to unlock the door near point 3. Walk through the door to meet Darunia, the leader of the Gorons. Play Saria's Song to lift his spirits. He will offer you a Spiritual Stone of Fire (the Goron's Ruby), if you rid Dodongo's Cavern of monsters. Darunia will give you the Goron Bracelet, which will allow you to pick Bomb Flower bombs.

4 UNBLOCK THE GORON SHOP

The Goron Shop is located at point 4, on the bottom floor, but the entry is blocked. Light a Deku Stick in Darunia's room, then run to the stone wall and light one of the Bomb Flowers to cause an explosion.

5 SHORTCUT TO THE LOST WOODS

The shortcut to the Lost Woods lies at point 5. With the strength of the Goron Bracelet, you can pick the Bomb Flowers and use the bombs to destroy the rocks blocking the shortcut.

6 BOMB FROM ABOVE



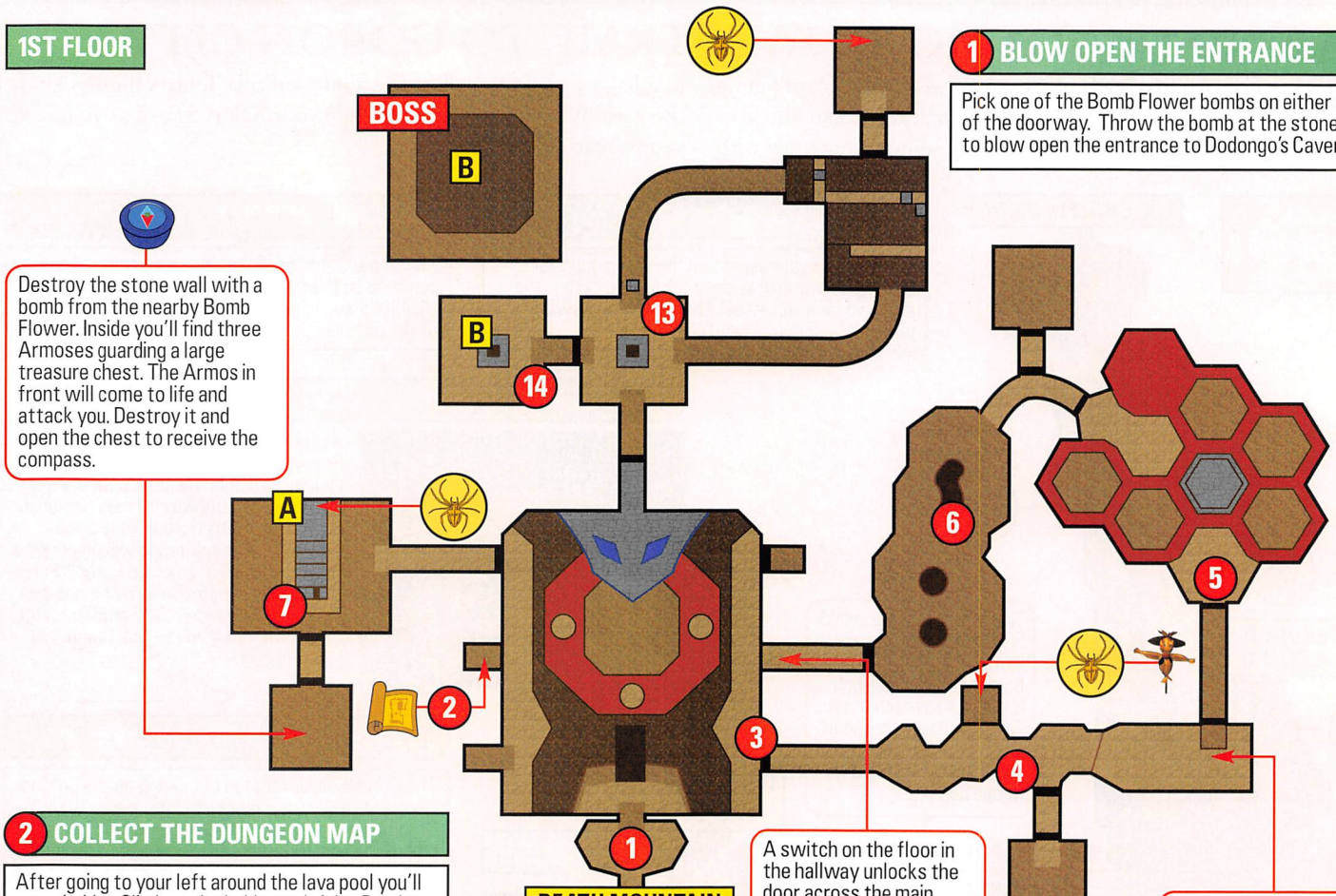
Pick the Bomb Flower bomb and throw it over the ledge. It will land near the boulder blocking the entrance to Dodongo's Cavern and explode. If you miss, wait for another bomb to sprout. Once the boulder is gone, head back down and enter Dodongo's Cavern.

DODONGO'S CAVERN

OPENING THE CAVERN

The Gorons usually harvest the rocks within Dodongo's Cavern to support their civilization, but a recent increase in the Dodongo population inside the cavern has kept the Gorons out. Frightened and weak from starvation, the Gorons are counting on you to return their food source to them. Find the Bomb Bag inside Dodongo's Cavern and evict King Dodongo and his minions from their lair once and for all.

1ST FLOOR



Destroy the stone wall with a bomb from the nearby Bomb Flower. Inside you'll find three Armoses guarding a large treasure chest. The Armos in front will come to life and attack you. Destroy it and open the chest to receive the compass.

1 BLOW OPEN THE ENTRANCE

Pick one of the Bomb Flower bombs on either side of the doorway. Throw the bomb at the stone wall to blow open the entrance to Dodongo's Cavern.

2 COLLECT THE DUNGEON MAP

After going to your left around the lava pool you'll see a ladder. Climb up the ladder and pick a Bomb Flower bomb. L-target the Beamos and throw the lit bomb at it to destroy it. Place another bomb near the stone wall to blast it open. It reveals a large treasure chest that holds the Dodongo's Cavern map.

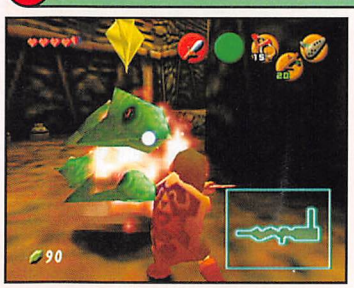
A switch on the floor in the hallway unlocks the door across the main room. Jump on the rising platforms to reach the other side of the room and enter the unlocked door.

Push the heavy Armos statue onto the floor switch to keep the door open.

3 BLAST THE BEAMOS

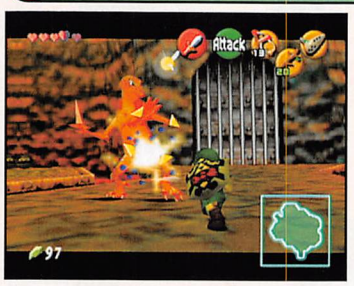
Pick a Bomb Flower bomb and quickly cross over the rising platform to the center. Throw the lit bomb at the Beamos and continue to the other side. Pick another Bomb Flower bomb and destroy the last Beamos. Pick one more bomb to destroy the wall at point 3, then walk through the newly opened door.

4 DUELING WITH BABY DODONGOS



As you walk down the hall at point 4, a couple of Baby Dodongos will surface from the ground. Swipe the little lizards with your sword, then stand back to avoid their explosions. When more Baby Dodongos appear, lure them to the cracked stone wall and hit them with your sword—when they explode, they'll blast open the wall revealing a secret room with a Gold Skulltula inside.

5 HAVE A DEKU NUT OR TWO



When you enter the room, the door will slam shut and lock behind you. You must defeat the two Lizalfos in the room to unlock both of the room's doors. Wait for one of the Lizalfos to approach, then L-target it and stun it with Deku Nuts. While your foe is stunned, swipe at it with your Kokiri Sword. Block with your Deku Shield when the Lizalfos close in to attack. Defeat both Lizalfos, then go through the northwestern door.

6 LIGHT THE TORCHES TO UNLOCK THE DOOR

Three Dodongos guard the room at point 6, making it difficult to light the three torches in the room. To defeat the Dodongos, pick the Bomb Flower bombs and throw them at their tails. Time your throws so the blast radius hits their tails. Watch out for their fiery breath when you pass by their mouths!

7 BOMB FLOWER CHAIN REACTION



After you obtain the compass, return to the room with the Bomb Flowers lining the stone wall. Place a bomb in between the two rows of Bomb Flowers to start a chain reaction, detonating all of the Bomb Flowers. Once they've exploded, a staircase will appear. Climb the stairs and enter the door at the top of the room.

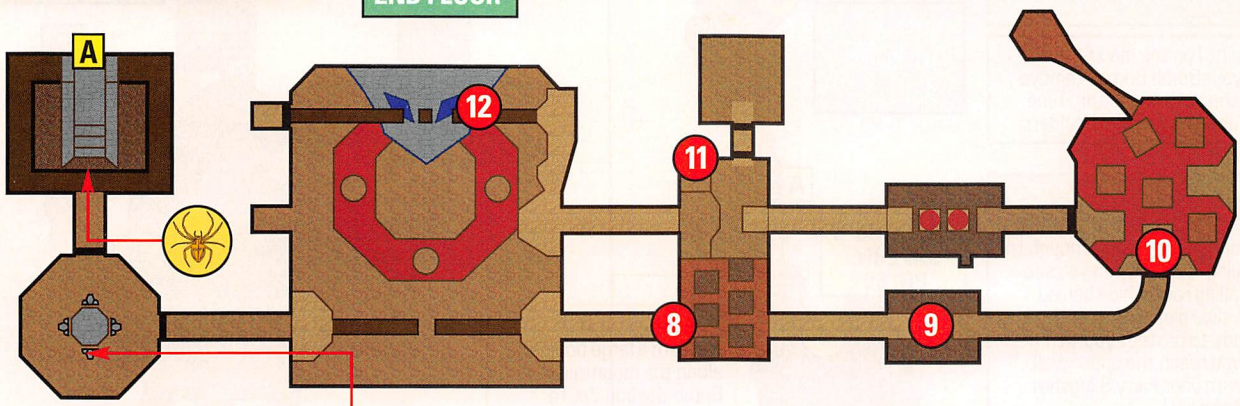
11 GRAB THE BOMB BAG

Point 11 is in the same room at point 8, but on the upper floor. Look for the large treasure chest that contains the Bomb Bag. The bag will hold 20 bombs. Once you have the Bomb Bag in your possession, you won't have to rely on Bomb Flowers anymore.

12 FIRE-EYES

Step on the switch to make one of the moving platforms rise to the upper part of the room. Ride the platform up and cross the bridge to the holes. Drop a bomb into each eye of the Dodongo statue to open the path to point 13.

2ND FLOOR



Four Armoses surround the central pillar. Find the one blocking the ladder and move it to climb up. Don't get too close to the other Armoses, or they'll awaken and attack you. Once you've ascended the ladder, step on the switch to open the locked door. Run through the door and across the broken bridge to point 8.

8 DODGE THE SLIDING FLOOR SPIKES



Watch your step at point 8, or you'll be skewered. Climb down the ladder and quickly move to your right. Large spikes slide along some of the paths, so you'll have to time your steps to get through. At the other end of the room there's a gray block under a ladder. Pull the block so you can climb the ladder and reach a Bomb Flower. Throw a bomb at the stone wall above the ladder to open it. Go through the passage to point 9.

9 EXTINGUISH THE FLAME

Use your Fairy Slingshot to shoot the eye switch. When the wall of flames on the platform is extinguished, cross safely to the other side.

10 LIZALFOS STRIKE AGAIN

Two more Lizalfos await you at point 10. Defeat them to open the door, using the same strategy as before. Collect the hearts if you need health.

13 PLAYING WITH BLOCKS



There is a hole in the ground at point 13 that you must fill to unlock the upper door. Enter the passage to the right of the room, which leads to a maze of boxes and walls. Work your way to the end of the path to find a single block. Push the stone block off the ledge and onto the floor of the room below. Drop to it and pull the block away from the wall, then push it into the hole in the ground to unlock the door.

14 A SUSPICIOUS-LOOKING SPOT

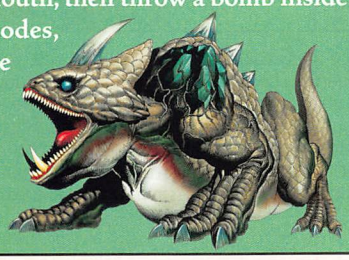


Dark spots on the floor and cracks in walls usually mean something is hidden nearby. At point 14, there is a strange dark patch on the ground. Place a bomb on the dark spot to blow a hole in the floor. Drop through the hole to enter King Dodongo's lava-pit lair.

BOSS

KING DODONGO

Keep a safe distance between you and King Dodongo. Wait for the beast to open his mouth, then throw a bomb inside it. When the bomb explodes, King Dodongo will be stunned—close in and strike his head with your sword.



FEEDING TIME



When King Dodongo opens his massive mouth, quickly L-target it, toss a bomb into his jaws and move out of the way.

STUN AND STRIKE



When the bomb explodes, stunning King Dodongo, dash in and slash his crown with your sword.

DEATH MOUNTAIN

REVISIT GORON CITY AND FIND THE GREAT FAIRY

Before you leave Death Mountain, explore its jagged passageways for areas you can open with the help of your newly acquired Bomb Bag. Make a return visit to Goron City and speak to the Gorons. One Goron who is rolling around will give you the Big Bomb Bag if you are persistent enough. Find the first Great Fairy near the entrance to the crater; she'll reward you with the spin attack.

1 BOMB DEMOLITION

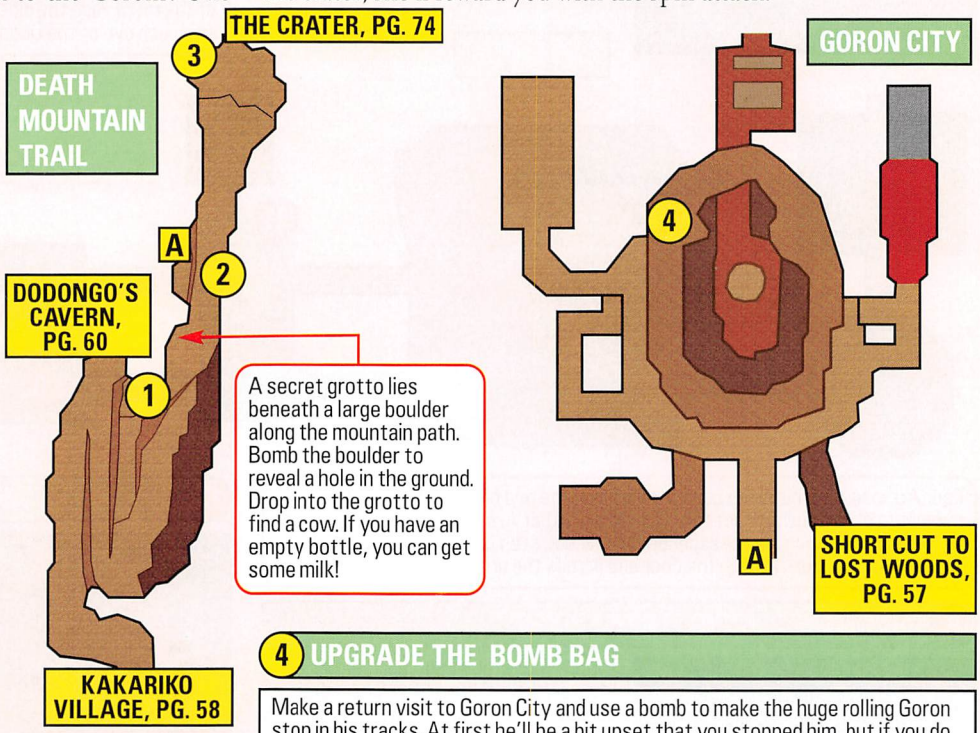
Climb the steep hill at point 1 on the map to the right. Use the bombs in your Bomb Bag to remove the boulders that block the path at the top. Time your bomb-throws to blast away all the boulders.

2 BEWARE OF FALLING ROCKS

The Hylian Shield is the only thing strong enough to protect you from the falling rocks. When you see the telltale shadow of falling rocks, hide behind your shield until the rockslide dies down. Venture up the mountain, but be ready to protect yourself a few more times before you reach the upper wall. Remove the Skulltulas with your Fairy Slingshot and ascend to the top of the cliff.

3 DEATH MOUNTAIN'S GREAT FAIRY

The entrance to the right of point 3 leads to Death Mountain Crater. Young Link can handle the heat inside only for a short amount of time. Save the crater for another visit. Place a bomb on the stone wall to the left of the crater to blow open the way to the first of six Great Fairies you will find hidden throughout Hyrule. The Great Fairies will give you gifts of magic or skills.



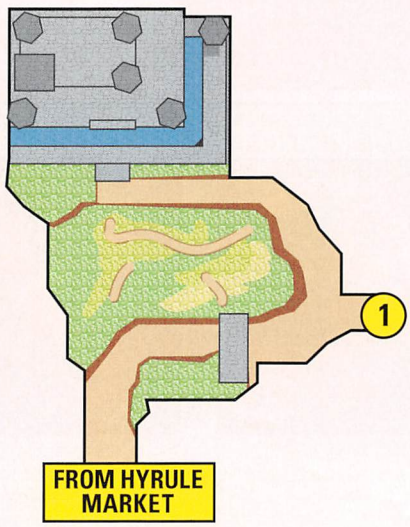
4 UPGRADE THE BOMB BAG

Make a return visit to Goron City and use a bomb to make the huge rolling Goron stop in his tracks. At first he'll be a bit upset that you stopped him, but if you do it three times he'll reward you with a Big Bomb Bag that lets you hold 30 bombs.

HYRULE CASTLE

THE GREAT FAIRY AT HYRULE CASTLE

When you spoke to the Great Fairy on top of Death Mountain, she mentioned another Great Fairy near the entrance to Hyrule Castle. After you descend Death Mountain and before you travel to your next destination at Zora's Domain, make a side trip to Hyrule Castle to find the next Great Fairy. She'll give you a very special gift—Din's Fire, the first of the three powerful goddess spells.



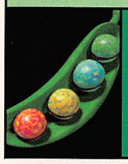
1 THE GIFT OF DIN'S FIRE





To reach the Great Fairy near Hyrule Castle, you'll have to sneak past the main gate guards. The Fairy Fountain is hidden through a crawlspace behind a boulder at point 1 on the map to the left. Use a bomb to uncover it. The Great Fairy inside will give you the goddess Din's spell, Din's Fire. Equip Din's Fire to your C Stick and use it to create a powerful sphere of fire around you. You can use the spell to attack enemies or to light fires within its radius. After you get Din's Fire, leave Hyrule Castle and follow the river to the right of the Kakariko Village entrance to reach Zora's River.

ZORA'S RIVER



To the east of Kakariko Village, the sacred waters of Zora's Fountain spill out into Zora's River. The river's current is fierce in some places, so watch your step. A roaring waterfall blocks the entry passage to Zora's Domain—Zelda's Lullaby will gain you entry.



1 MAGIC BEAN MERCHANT





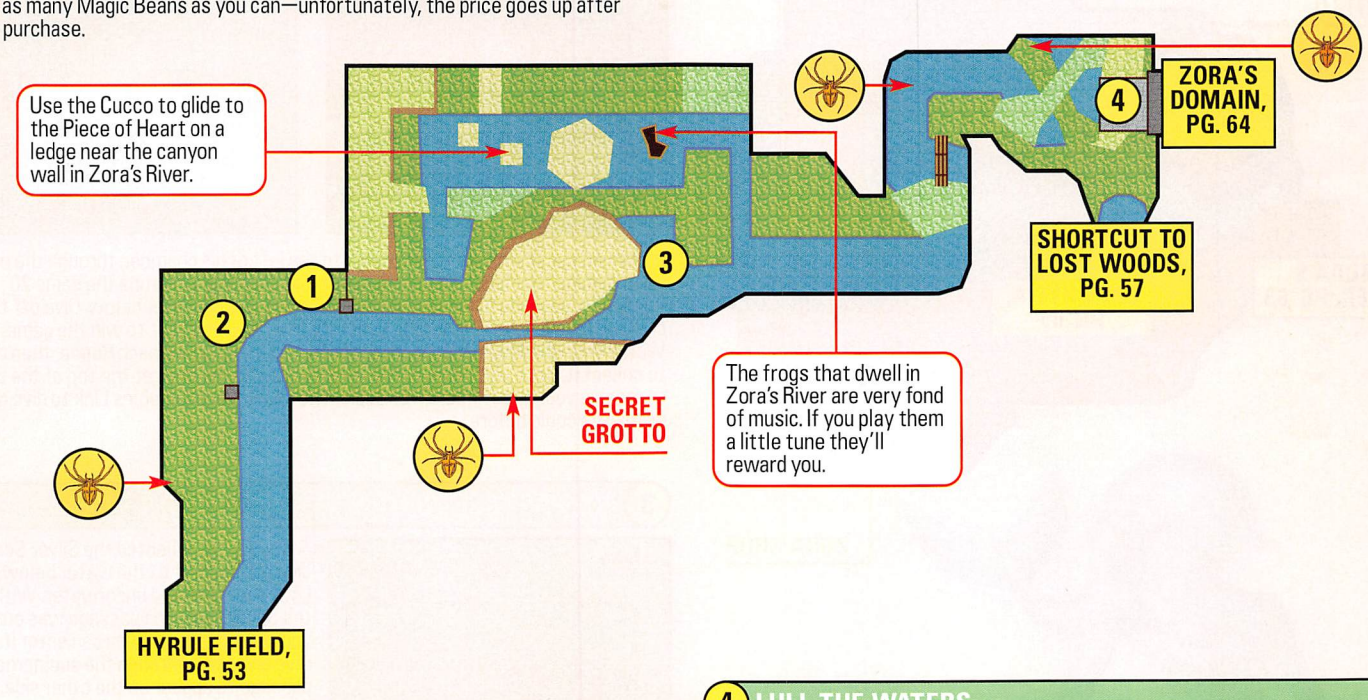
Zora's River has a strong current that proves too strong to swim across. Use bombs to blow up the boulders, and walk through the first gate. Near the second gate you'll meet a strange little man who sells Magic Beans. Plant Magic Beans in square plots of soft soil like the one to the right of the portly man. In time, the sprout will grow into a magical leaf that you will use as a transport. Stock up with as many Magic Beans as you can—unfortunately, the price goes up after each purchase.

2 CUCCO EXPRESS





Grab the Cucco at the entrance to Zora's River and head back to the T-shaped peninsula near point 4. You'll need to toss your feathered friend to higher ground a few times along the way. The Cucco will try to fly away after you toss it, so be quick to grab it again or you'll have to start over.



3 SECRET RIVER GROTTO





Hold onto the Cucco and face the narrow canyon near point 4. Line yourself up and float down the right side of the canyon to land on the small ledge. Let the Cucco go and climb the ladder. Bomb the boulder to reveal a secret grotto.

4 LULL THE WATERS





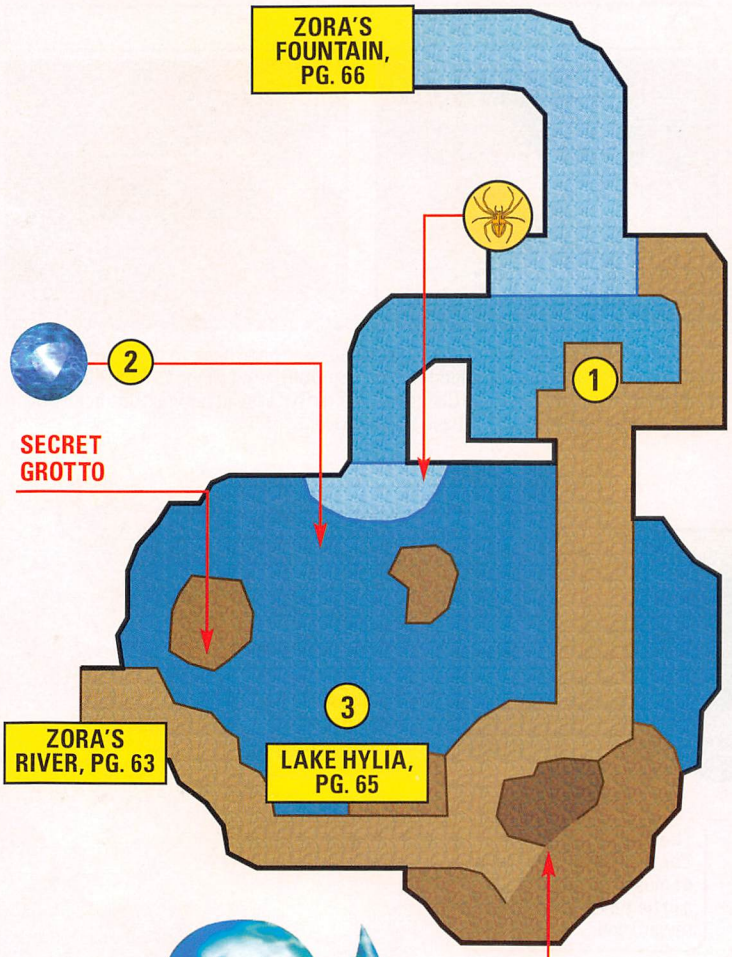
You can't go through the gate behind the Magic Bean salesman. Use the Cucco near the entrance to Zora's River to fly to the right side of the river, or jump from the edge of the river where no grass is growing—the distance is short enough to reach the other side. Make your way up to the waterfall and stand on the Royal Seal on the ground in front of it. Play Zelda's Lullaby to slow the waterfall to a trickle, then walk through the passage behind it.

ZORA'S DOMAIN



The Zoras are an aquatic people who hold the final Spiritual Stone. King Zora is the ruler of the Zora civilization, and all the Zoras worship their patron deity Jabu-Jabu—a giant fish. The shop in Zora's Domain sells some very useful items, some of which you can't use yet.







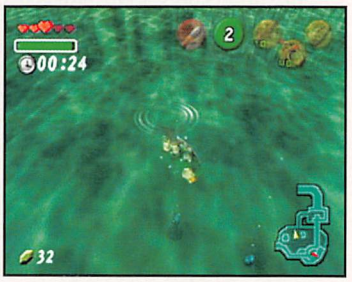
1 KING ZORA'S PLIGHT



Enter Zora's Domain and walk to the top to find King Zora's chamber. Address the Zora monarch by standing before his throne. The king will talk to you, but he is somewhat preoccupied with the recent disappearance of his daughter, Princess Ruto.

2 DIVE FOR RUPEES TO WIN THE SILVER SCALE





After you speak with King Zora, walk to the left of his chamber, through the narrow passage that leads to a diving game. Pay the Zora who runs the game 20 Rupees to play—he'll drop five Rupees into the pool of water below. Dive off the cliff and recover the submerged Rupees within the time limit to win the game. Watch your shadow underwater and line yourself up above each Rupee, then dive to collect it. Once you've won, pay another visit to the Zora at the top of the cliff to receive your prize—the Silver Scale. The special scale enables Link to dive deeper than he could before.

3 THE PASSAGE TO LAKE HYLIA



After you've collected the Silver Scale, dive off the cliff to the water below. Look for a passage underwater. Without the Silver Scale the passage was out of your reach, but now you can enter it. Dive and swim through the submerged passage to appear on the other side in Lake Hylia.

ZORA SHOP

ARROWS (10)	20
ARROWS (30)	60
ARROWS (50)	90
DEKU NUTS (5)	15
FISH	200
RECOVERY HEART	10
RED POTION	50
ZORA TUNIC	300

LAKE HYLIA



Beyond Zora's Domain lies Lake Hylia, home of the Lakeside Laboratory, a fishing pond and a couple of curious dancing scarecrows. On your first visit, search for clues leading to Princess Ruto's whereabouts—you'll return to the lake's serene waters more than once in your adventure.





1 PRINCESS RUTO'S LETTER IN A BOTTLE





A lone Zora is swimming in Lake Hylia when you arrive. The Zora mentions that many things get washed away by Zora's River and end up in Lake Hylia. Search beneath the surface nearby to find a bottle. Dive to collect it. Inside the bottle is a letter from Princess Ruto. Take the note back to King Zora in Zora's Domain.

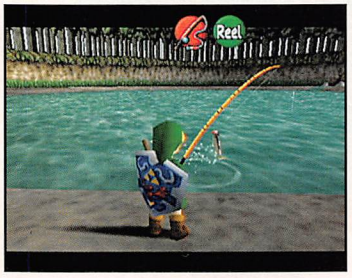
2 THE SCARECROW DANCERS





Near the shore at point 2, you'll find two cheerful Scarecrow Dancers. They love to hear new songs and promise always to remember the song you play for them. Compose a simple song of your own—write it down so you can remember it. Revisit the Dancing Scarecrows anytime to change the tune or to hear your original tune. The Scarecrow Dancers will be very helpful on your adventure later on.

3 LAND A BIG ONE AT THE FISHING POND



You can swim to a small building near the Dancing Scarecrows. Inside the building is the fishing pond. It's open 24 hours, and for 20 Rupees you can try your luck at catching a record-sized fish for a prize. If you catch a 10-pounder, you'll win a Piece of Heart. Return to the fishing pond as an adult to catch a lunker and win the Gold Scale.

THE SINKING LURE

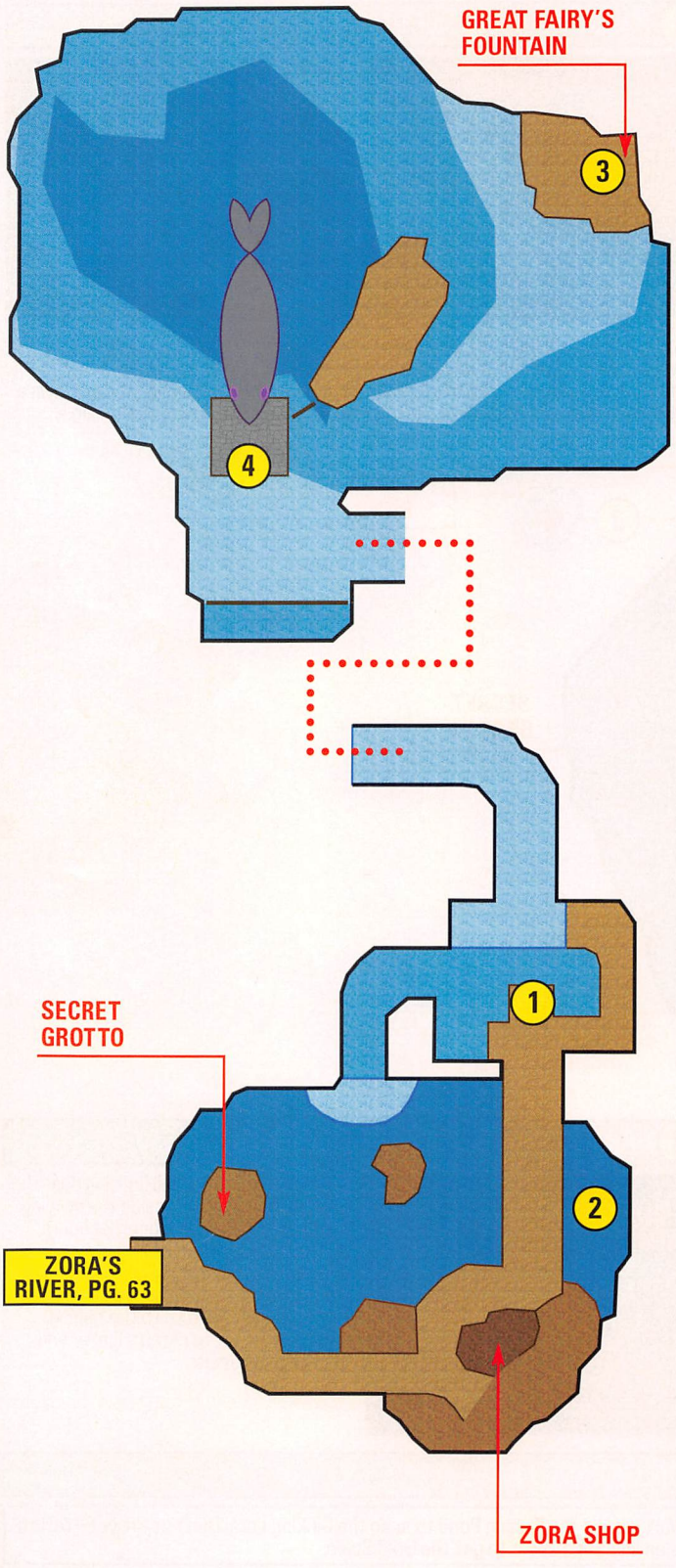
Walk around the Fishing Pond to snag the Sinking Lure. Don't use it yet—return as an adult and use it to get the Gold Scale.

ZORA'S FOUNTAIN

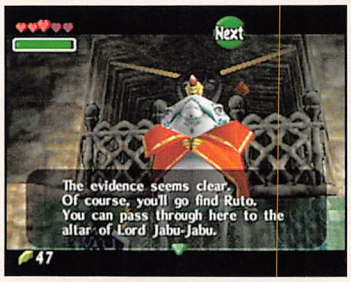


Zora's Fountain is the sacred pool where the Zora's patron deity, Jabu-Jabu, resides. Anyone who wishes access to the fountain or Jabu-Jabu must obtain permission from King Zora himself. The passage to Zora's Fountain lies behind the king's throne.





1 A KING'S REQUEST



Return to King Zora in Zora's Domain and show him the letter in the bottle that you found in Lake Hylia (assign it to your C Stick). After he reads Princess Ruto's letter and discovers what has happened to her, he will ask you to go to her rescue. The king will open the passage to Zora's Fountain that lies behind his throne so that you may visit Jabu-Jabu.

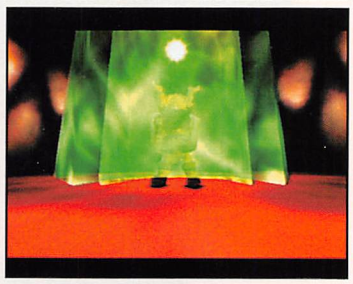
2 AN OFFERING FOR JABU-JABU



Before you visit Lord Jabu-Jabu, find an offering to present to him. Equip the empty bottle that held Princess Ruto's letter and use it to catch a fish in the waters around Zora's Domain. When you find a school of fish, stand near it and swing the bottle by assigning it to the C Stick. With a few swipes you should be able to catch a fish for free instead of buying one for a steep 200 Rupees in the Zora shop.

3 THE GREAT FAIRY OF ZORA'S DOMAIN





Enter Zora's Fountain and look for a rocky ledge in the right corner behind Jabu-Jabu. Use a bomb to destroy the boulder, as well as the entire wall behind it, to reveal a secret passage. Enter the Fairy Fountain and speak to the Great Fairy to get the Farore's Wind goddess spell. When you need a quick escape from a dungeon, use Farore's Wind to create a warp point near the entrance. After you cast Farore's Wind once, cast the spell again to warp back to the last warp point you created or to make a new one.

4 ENTERING JABU-JABU'S BELLY





Equip the fish-in-a-bottle to your C Stick, then drop it at the altar in front of Lord Jabu-Jabu. The massive fish deity will open its mouth and inhale both you and the fish offering into its cluttered belly.

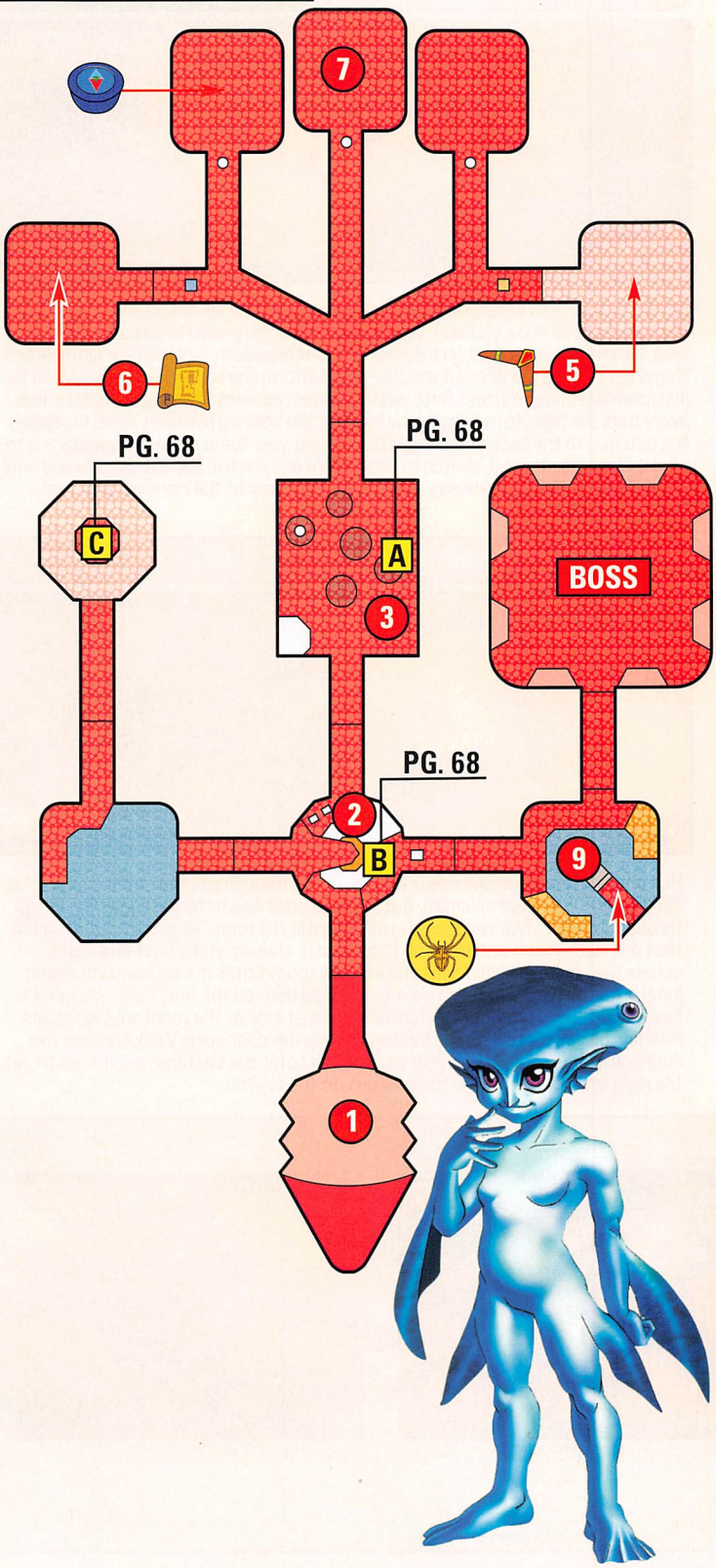
JABU-JABU'S BELLY

JUST ANOTHER PRINCESS IN NEED OF A HERO

Some strange evil ails Lord Jabu-Jabu. In his state, the Zoras' deity accidentally swallowed Princess Ruto, much like he did with you. Find out what ails Jabu-Jabu and rescue Princess Ruto from his belly.

Beware the monsters that live in the big fish's gut—electricity flows through many of them. Stun the monsters from a safe distance with your slingshot first, then attack with your sword.

1ST AND 2ND FLOORS



1 WHAT LURKS WITHIN JABU-JABU

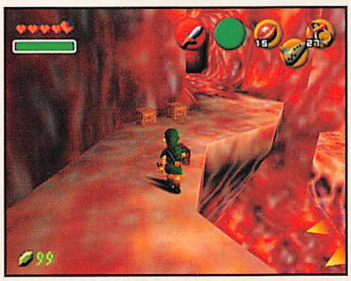




Once you're inside Jabu-Jabu, you'll face two creature types. The first is the Shaboms, which are bubbles that float around the room. Use Deku Nuts to burst them from a distance. The second is Octoroks. Use your Deku Shield to reflect the rocks they spit, shooting them back at their soft bodies. Use your Fairy Slingshot to shoot at Jabu-Jabu's uvula (hanging above the doorway) to enter the north passage that leads into Jabu-Jabu's esophagus.

2 BARI-ELECTRIFYING





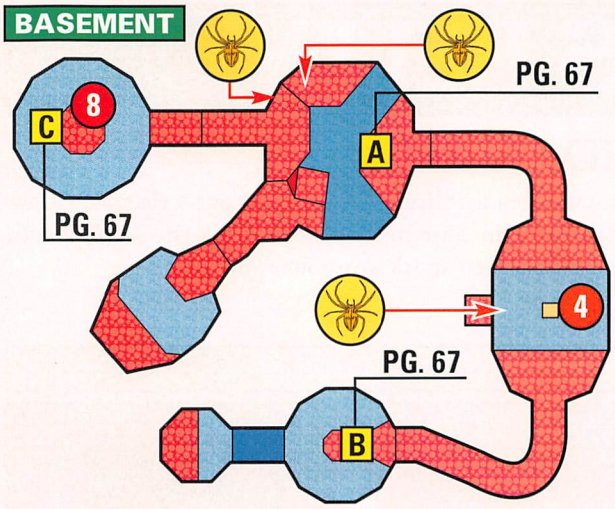
Watch out for the electrified Bari—they'll give a fatal shock to any who touches them. Use Deku Nuts to stun them, then move in and strike them with your sword. The same method works for the Giant Bari. Walk left along the path that skirts the large pit. Take note of the elevator to your right—it leads to another part of the tummy, which you'll visit later. Go through the north doorway, past the boxes.

3 THE HEADSTRONG ZORA PRINCESS





In the room at point 3, you'll finally meet up with the feisty Princess Ruto, who isn't particularly happy to see you. When she drops into one of Jabu-Jabu's soft spots to the floor below, follow her. Talk to Princess Ruto again until she decides to sit down. The only way you can get her to go with you is to carry her everywhere you go. Pick her up and leave the room through the door behind you.



4 STINGER-SLAYING

From point A, follow the path leading to point 4 and enter the door. Walk into the room and jump into the pool of water. Beware of the Stingers—when you get close, they'll rise into the air and dive-bomb you with an electrifying shock. Throw Princess Ruto to the opposite ledge, then use Deku Nuts to stun the Stingers when they're airborne. Finish them off with the Fairy Slingshot. Hit the switch in the water and swim to the other side where Ruto is. Pick her up and walk through the next door—shoot the big fish's uvula to get through.

5 GET THE BOOMERANG

Hop onto the elevator and ride it up to the first floor. Go to the room where you first met Princess Ruto (at point 3), and walk through the upper door—the path will branch off in five directions. Watch out for the Stingers that rise from the floor—they deliver quite a shock. Get close to them to make them move, then aim for their tails to finish them off. Grab Princess Ruto and walk toward the room to the far right. Place the Zora princess on the switch to hold the door open, then walk through. Destroy the five Stingers inside to make a large treasure chest appear. Open the chest to obtain the boomerang.

6 TENTACLE TERRORS

When you return to where you left Princess Ruto, she'll be gone. Revisit the place where you first met her. Pick up the princess and return to where the path branches in five directions. Go to the far-left room. Set Princess Ruto on the blue switch and enter the room, where you'll find the first Parasitic Tentacle. L-target the thin base of the red Parasitic Tentacle and walk close to lure it down from the ceiling. Use your boomerang to strike it, then quickly dodge it. Defeat the creature to make the chest that holds the dungeon map appear. Parasitic Tentacles are connected to the Tentacles that block some paths of Jabu-Jabu's belly. Destroying a Parasitic Tentacle will remove the corresponding Tentacle that blocks the path to the next one.

7 CLEAR THE WAY

After you defeat the red Parasitic Tentacle, the Tentacle that blocks the upper- left passage will disappear. Walk through the newly cleared passage left of point 7. Defeat the Shaboms in the room to make the treasure chest that contains the compass appear. Exit the room and go to the far-right side. The Tentacle that was blocking the door will be gone, allowing you to enter. Defeat the Parasitic Tentacle inside the room to remove the Tentacle that blocks the middle passage. Enter the room at point 7 to find the final Parasitic Tentacle, which is surrounded by four Bari. Eliminate the Bari with the boomerang then defeat the Parasitic Tentacle. After you do, the Tentacle near the room where you met Princess Ruto will disappear.

8 BIG OCTO TROUBLE





Return to the room where you first met Princess Ruto. Pick her up and drop through the hole that will make you land on the ledge where the green Parasitic Tentacle once was. Take the princess through the door that was previously blocked by a Tentacle and throw her toward the Zora's Sapphire—the platform she lands on will rise. When the platform descends, Princess Ruto will have been replaced by an angry Bigocto. Run away from the Bigocto by hugging the inside of the spinning platform. Avoid the spikes and catch up to the back of the Bigocto. L-target your foe and use the boomerang to stun it. Once it's stunned, switch to your sword and slash it. Repeat the process until you defeat the Bigocto. Always run the opposite way of the spinning platform!

9 ONWARD TO BARINADE





Hop onto the platform and ride it to the second floor. Break the pot and catch the fairy inside if you have an empty bottle, then walk down the passageway and go through the door. Two wiggling platforms are in the room. To get across, stun the first one with your boomerang and hop onto it, then stun the next one. Jump across the squirming platforms and exit the room. Enter the adjacent room and jump onto the platform then ride it to a locked door on the first floor. You need a box to hold down the floor switch. On the other side of the room are two boxes. Pick one up and place it on the switch to keep the door open. Walk through the door and climb the wall. Use your boomerang to hit the switch—you'll need to get the right arc with it to clear the wall and hit the switch.

BOSS

BARINADE

Barinade is a nucleus of nerves surrounded by a living shell of Bari. Make Barinade release its Bari protectors by striking the tentacles at its top with your boomerang. Once you've hit all the tentacles, the Bari will spin away from Barinade's body, leaving it open to sword attacks.



TAKE OUT THE BARI



Use your boomerang to stun Barinade's body, then target the individual Bari and eliminate them one at a time.

SWORD SLASH

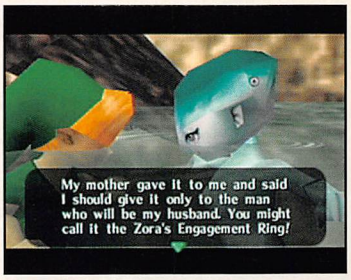


L-target Barinade's body, stun it with the boomerang and strike with your sword until you defeat it.

ZORA'S FOUNTAIN

THE FINAL SPIRITUAL STONE IS YOURS

Once Princess Ruto is safely out of Jabu-Jabu's Belly, she'll give you the Spiritual Stone of Water, otherwise known as Zora's Sapphire. With all three Spiritual Stones in your possession it's time to pay Princess Zelda a visit at Hyrule Castle.



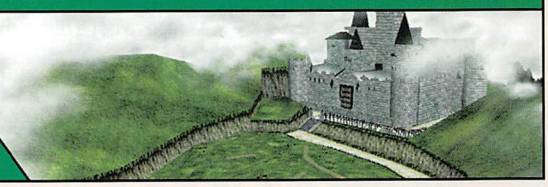
PUT THE BOOMERANG TO GOOD USE

The boomerang is the ultimate tool for collecting the gold Skulltula Tokens that were previously out of reach. Check out the Skulltula appendix on page 102 for the location of each one. Get them while you can!

HYRULE CASTLE

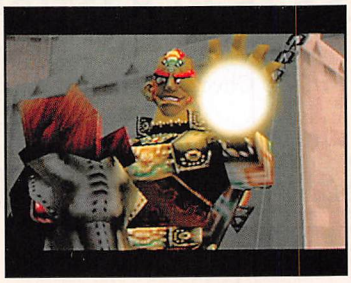


As you approach Hyrule Castle, a storm rolls in, casting darkness on the normally bright area. Princess Zelda and Impa race by on horseback, nearly knocking you over. The whole scene is eerily similar to the nightmares you had before you began your adventure....



REMINISCENT DREAMS





When Princess Zelda passes you on horseback with Impa clutching her close, she'll toss something into the moat. Ganondorf will ride after Princess Zelda in hot pursuit. As you meet the dark lord for the first time, you'll fully realize the evil power he possesses.

THE OCARINA OF TIME





After Ganondorf has left, jump into the moat to see what Princess Zelda left behind. She managed to keep one of her most prized possessions from Ganondorf's clutches—the Ocarina of Time. When you pluck it out of the moat, Princess Zelda will telepathically teach you the Song of Time. The magical melody is the one you'll play in the Temple of Time to open the door to the Sacred Realm.

THROUGH THE MARKET TO THE TEMPLE OF TIME

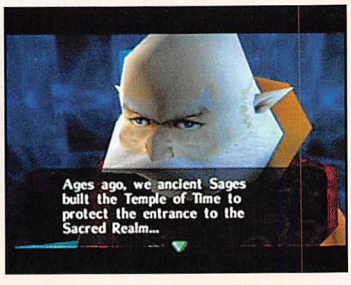
The Temple of Time lies adjacent to the market. Enter the temple and use your newly acquired ocarina to play the Song of Time in front of the altar. When you finish the time-warping song, the Spiritual Stones will be activated and the Door of Time will open. Through the Door of Time the legendary Master Sword is waiting for its destined owner to draw it from the pedestal.

THE BROKEN SEAL



When you remove the Master Sword you'll break the seal between Hyrule and the Sacred Realm, where the Triforce is. Unwittingly, you've led Ganondorf to the entrance to the Sacred Realm. As you enter, Ganondorf will follow you inside.

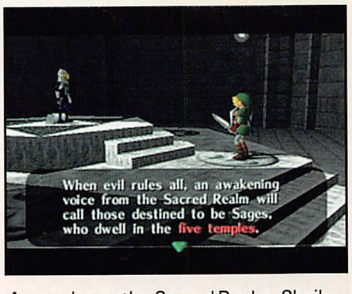
RAURU THE SAGE OF LIGHT





When you awaken, you'll be inside the Chamber of Sages with Rauru, the Sage of Light. Rauru explains that when you pulled the Master Sword from the Pedestal of Time you were too young. You were sealed in the Chamber of Sages for seven years until you were old enough to bear the title of the Hero of Time. In the time that passed, Ganondorf stole the Triforce and became the King of Evil. Hyrule was overrun with monsters and darkness. Your new task is to find the power of the other sages to defeat Ganondorf and return the Triforce.

SHEIK'S MESSAGE



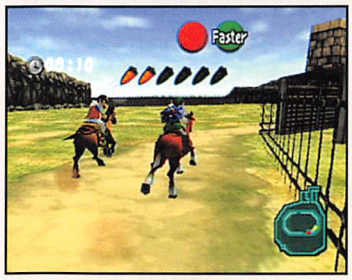
As you leave the Sacred Realm, Sheik will appear and tell you about the legend passed down by the Sheikahs. The sages must be called from the five temples in Hyrule to fight the evil. The first temple is in Kokiri Forest.

LON LON RANCH

THE SAD FATE OF LON LON RANCH

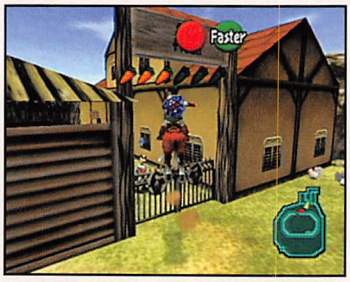
When Link visits Lon Lon Ranch as an adult, he finds that much has changed. Ganondorf has taken the ranch out of Talon's control and placed it under Ingo's cruel command. Ingo will offer you the opportunity to take a ride on one of the ranch's horses for 10 Rupees. Stand in the Lon Lon Ranch field and play Epona's Song. The horse will remember you from your visit seven years ago and will let you ride her.

BEAT INGO AT HIS OWN RACE



After you pay for a few horse rides, talk to Ingo while riding Epona—he'll challenge you to a race. While racing, spread out the use of your carrots to maximize Epona's speed and try to pass Ingo on the inside of the turns. Try to block Ingo by riding in front of him when he attempts to pass. Ingo is a skilled jockey—it may take you a few tries to best him. Win the race to get a rematch, with Epona as the prize.

ESCAPE WITH EPONA



When you beat Ingo in the rematch race, he refuses to let you leave the ranch with Epona. Build up some speed while riding Epona and jump over the Lon Lon Ranch gate to escape. Epona will let you travel faster across Hyrule Field. If you and Epona ever become separated, play Epona's Song—she'll come to your side.

KAKARIKO VILLAGE

SEVEN YEARS LATER, BUSINESS IS BOOMING

In the seven years you've been away, Kakariko Village has turned into a thriving town. Among the new people of interest are a man next to a tree in the bazaar who will purchase bugs and fish you bring him, and an elderly blind woman in need of ingredients for special potions. Check out the new shops and test your skill with the bow and arrow at the shooting gallery.

KAKARIKO VILLAGE SHOPS

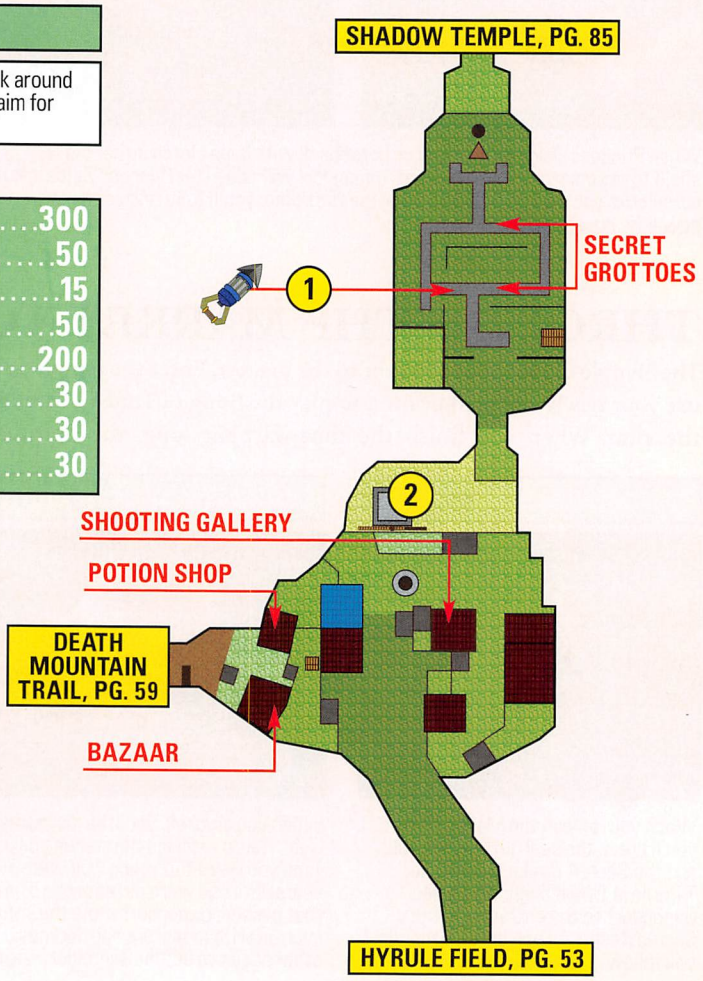
Many new shops have appeared in Kakariko Village over the last seven years. Take a look around to find a new potion shop, a bazaar and a shooting gallery where you can practice your aim for prizes.

BAZAAR

ARROWS (10)	20
ARROWS (30)	60
ARROWS (50)	90
BOMBS (5)	35
DEKU NUTS (5)	15
DEKU STICK	10
HYLIAN SHIELD	80
RECOVERY HEART	10

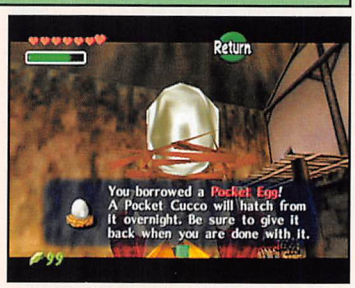
POTION SHOP

BLUE FIRE	300
BOTTLE BUG	50
DEKU NUTS (5)	15
FAIRY'S SPIRIT	50
FISH	200
GREEN POTION	30
POE	30
RED POTION	30



THE POCKET CUCCO EGG





The woman who wanted you to round up her Cuccos in Kakariko Village seven years ago is still around. She will remember you and offer you a Pocket Cucco. After the egg hatches, use it to wake up Malon in a nearby house. Return the Cucco to receive Cojiro as your first prize in the elaborate trading sequence. Keep an eye out for people interested in trading—you'll eventually get a special item.

1 DAMPÉ'S GHOST





Dampé may be gone to the spirit realm, but his ghost lives on in the Kakariko Village graveyard. Pull the tombstone that's near the left grave with the flowers over it to uncover a secret tunnel. Inside, Dampé's ghost will challenge you to a race. Keep Dampé's ghost in your sights by rolling to boost your speed while dodging the flames he drops in your path. Try to achieve a time of around one minute. At the end of the track, talk to Dampé to receive your prize—the Hookshot.

2 THE SONG OF STORMS



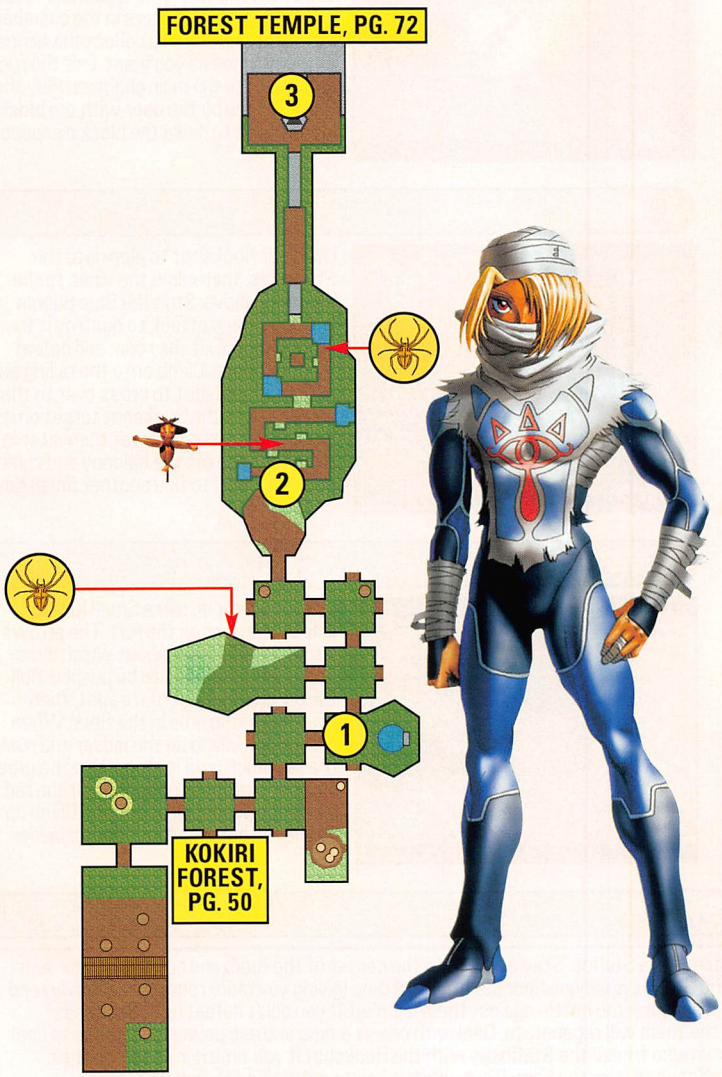


Play the Song of Time to remove the block in front of the exit from the graveyard race. The path you enter is a secret entrance to the Kakariko Village windmill. Talk to the composer in the windmill—he'll mention a little boy who played a song that made the windmill spin like crazy. You may remember visiting him, but the song is unfamiliar. The composer will teach you the Song of Storms.

THE LOST WOODS

EVEN THE LOST WOODS HAVE CHANGED

Even Kokiri Forest and the Lost Woods weren't spared from Ganondorf's evil. Terrible monsters such as Moblins patrol the mazelike forest. Link must venture through Kokiri Forest, his childhood home, to reach the Lost Woods and the Sacred Forest Meadow where his next destination lies, along with an old friend.



1 KOKIRI MEMORIES



You must travel through Kokiri Forest to enter the Lost Woods. You'll experience the spread of evil firsthand, as monsters have taken over the village in Kokiri. You need to get to the Sacred Forest Meadow, but Mido will block your path at point 1. Play Saria's Song for him—Mido will recognize you as a friend of Saria's and let you pass.

2 SNEAK PAST MOBLINS



In the hedge maze, you'll need to get by Moblins. When they see you they'll charge angrily at you. Use the L Button to look around corners and check which way the Moblins are facing. Luckily, it takes only one hit in the back from the Hookshot to knock them out. When you reach the stairs, you'll face one last, massive Moblin that can send a shockwave down the path with its club to sneak past. Watch your step!

3 MINUET OF FOREST



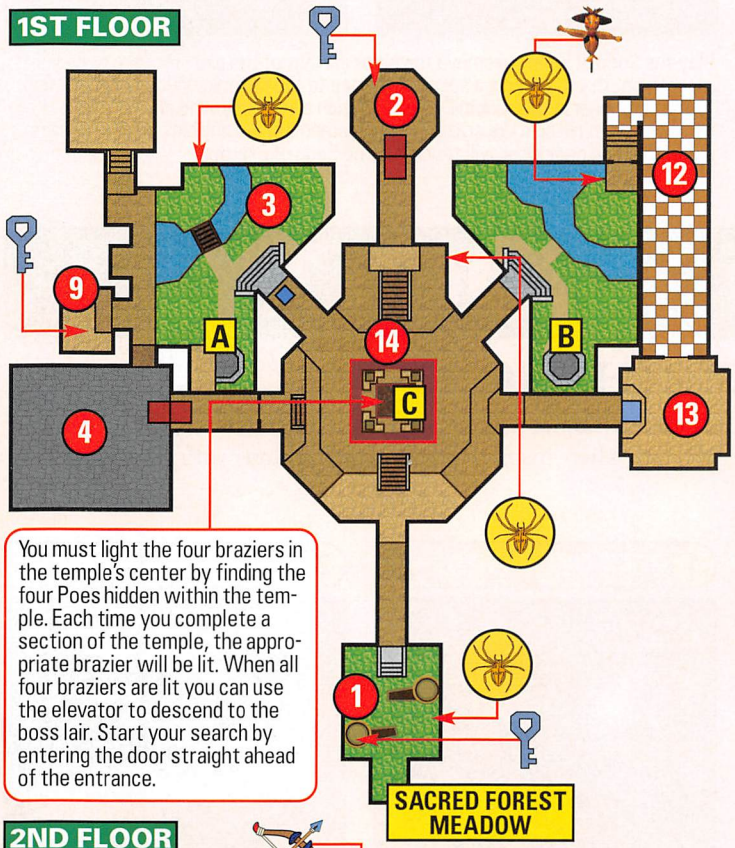


Before you can enter the Forest Temple, Sheik will pay you another visit and teach you the Minuet of Forest. When you play the tune on the Ocarina of Time, it will warp you to the entrance of the Forest Temple. Use your Hookshot to reel yourself up onto the nearby limb to reach the entrance.

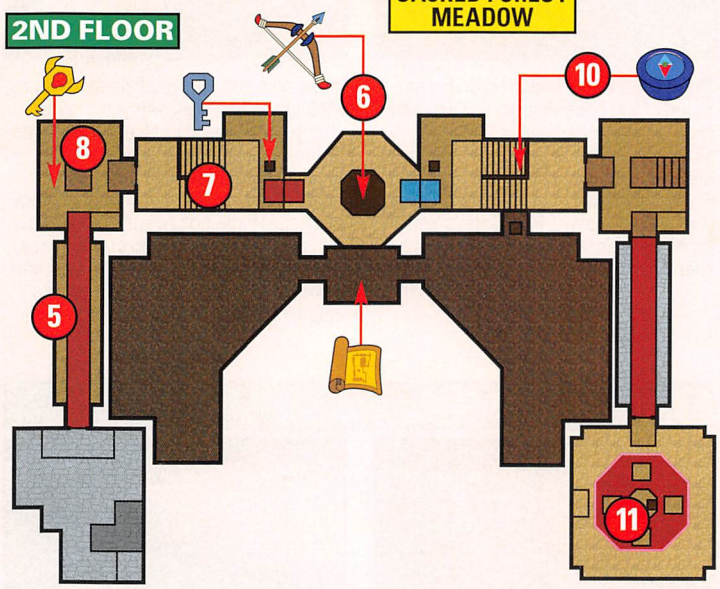
FOREST TEMPLE

RESCUE THE FIRST SAGE

As a child, Saria once told you that the area at the end of the Sacred Forest Meadow would someday be important to both of you. Your new quest to locate the six Sages begins beyond the Lost Woods in the Forest Temple. There you'll find many of Ganondorf's new minions, including a ghostly version of the King of Evil himself. The Sage of the Forest awaits her hero inside.

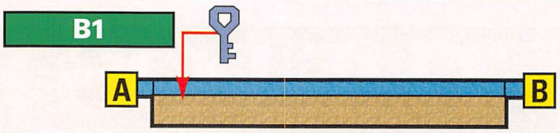


You must light the four braziers in the temple's center by finding the four Poes hidden within the temple. Each time you complete a section of the temple, the appropriate brazier will be lit. When all four braziers are lit you can use the elevator to descend to the boss lair. Start your search by entering the door straight ahead of the entrance.

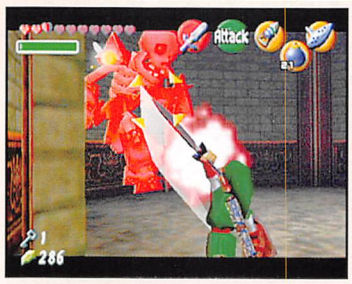


1 WOLFOS ATTACK

In the courtyard, two savage Wolfoses greet you. L-target your foes one at a time and use your Hookshot to stun them, then follow up with a jumping sword attack. After you've vanquished the Wolfoses, climb the vines growing on the right wall to reach the top of the tree trunk. Jump across the room to the other tree trunk to find the first Small Key. Walk north through the passageway.



2 STALFOS STANDOFF



When the Stalfoses you encounter at point 2 attack, stun them with your Hookshot, then use a jumping attack to defeat them and get a Small Key. Block the Stalfoses with your shield and focus on one at a time. The jars in the chamber hold fairies—return to collect the fairies as many times as you want. Exit the room and return to the main chamber. Play the Song of Time by the door with the block in front of it to make the block disappear.

3 DOWN THE WELL



Use your Hookshot to eliminate the Skulltulas, then climb the vines to the doorway above. Stun the Blue Bubble and use a jump attack to destroy it to get the map. Exit the room and defeat the Deku Baba. Climb onto the railing and use your Hookshot to cross over to the balcony with the Hookshot target on it. Press the switch to lower the water in the well. Drop off the balcony and climb down the well to find another Small Key.

4 MOVING BLOCKS



In the main room, use a Small Key to unlock the door on the left. The arrows inside provide clues about which direction the blocks need to be pushed. Pull the green block out of its spot, then push it into the hole in the floor. When it's in place, climb up the ladder and push the red block until it stops. Use the green block to reach the other side of the red block and push it into position. Climb up on the red block and ascend the ladder.

5 WALLMASTER IN THE HALL

Run all the way down the twisted corridor. Navi will warn you of the Wallmaster—a giant hand that swoops down and takes you back to the dungeon entrance. Watch for its dark shadow on the ground and dodge its attack when it drops. Use a Small Key on the locked door and enter it.

6 THE FAIRY BOW

Beyond the Poe in the mirror is a Stalfos. Stay away from the center of the room and counterattack your foe to defeat it. Once the Stalfos is vanquished, the floor will drop (giving you more room to maneuver) and two more Stalfoses will appear—the battle against them is timed. If you don't defeat both Stalfoses quickly enough, one of the them will regenerate. Deal with one at a time and use powerful attacks to deal the most damage. You can also freeze the Stalfoses with the Hookshot if you time it in between their attacks. Defeat the Stalfoses to earn the Fairy Bow—it's the key to defeating the temple's Poes.

7 JOELLE, THE FIRST POE





After you obtain the Fairy Bow, return to the room where you saw the Poe in the mirror. There are three mirrors, and the Poe (Joelle) will warp between the three. Sneak up on her from afar and fire an arrow until you've struck her in all three mirrors. The defeated Poe will float down to the unlit brazier where you must strike her. Wait for her to wind up, then move out of the way and strike her with your sword or bow. Defeat the Poe to earn another Small Key.

8 STRAIGHT AND NARROW

Return to the room before the twisted corridor. Use the Fairy Bow to shoot the eye switch, which will straighten out the corridor. Once the corridor is straight, run back through and grab the Boss Key. Watch out for the shadow of the Wallmaster while you're on the floor. After you collect the Boss Key, drop through the hole in the floor. Defeat the Blue Bubbles to unlock the door.

9 BATTLE THE WALLMASTER

Enter the locked door to appear on a ledge with a Deku Baba right beside you. Defeat the Deku Baba, then walk through the first door on the right. A Wallmaster awaits you in the room—L-target it and dodge when it turns green and leaps at you. When you counterattack it will split into three smaller hands. Quickly strike all three before it reforms to earn a Small Key. Return to the ledge and walk through the door. Drop into the block-puzzle room. Walk to the green block, take a left at the red block and walk to where the railing is. Shoot the eye switch on the wall with the Fairy Bow to make a chest that contains some arrows appear.

10 BETH, THE SECOND POE





Shoot the eye switch again to twist the corridor, and run past the room where you defeated the three Stalfoses (point 6). Defeat the second Poe (Beth) the same way you defeated her sister, Joelle. Fire arrows into the mirrors, then target and defeat her at the brazier to earn the compass. Ascend the stairs and walk through the eastern door, then through the southern door to a corridor. Walk through the door at the end of the hallway and use the Small Key to open the locked door.

11 MELT THE ICE AROUND THE EYE SWITCH

Destroy the Green Bubbles in the long corridor, then use a Small Key to unlock the door. Inside the chamber, there are spinning pillars. Ready your bow, then jump across the pillars. By shooting through the flame in the center, you'll melt the ice over the eye switch and twist the corridor you just traveled through. Twisting the hallway rearranges the layout of the previous room, allowing you to go back in and drop down a hole.

12 WATCH YOUR HEAD

Fall down the hole at point 11 to appear in a room with a checkered floor and a plate with holes in it smashing down. To reach the switch, note where the holes are and run to those safe spots when the plate smashes down. Hit the switch to unlock the southern door. The treasure chest in the center of the room containing a bundle of arrows. Watch out for dropping Skulltulas!

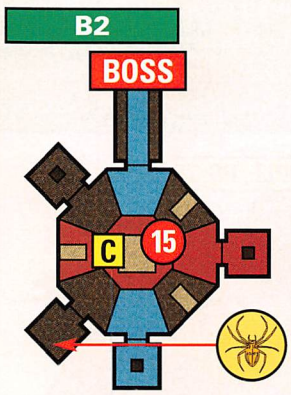
13 AMY, THE THIRD POE



Hit the portrait on the wall with an arrow—five puzzle-block pieces will fall from the ceiling. Four of the puzzle pieces form a portrait of the third Poe (Amy). Push and pull the four blocks with a part of Amy's portrait on them to piece together the picture and force Amy to appear. Dodge her spinning attacks and use your sword and bow to defeat her. After you defeat Amy, the door will unlock and you'll emerge back in the main chamber.

14 MEG, THE FOURTH POE

When you enter the main chamber, the last Poe (Meg) will be in the center of it. She'll split into four identical versions of herself and circle around. The single Poe that continues to spin is the real Amy. Target her with your arrows or Hookshot and fire away until you've defeated her. When you have, wait for the elevator to rise and ride it down.



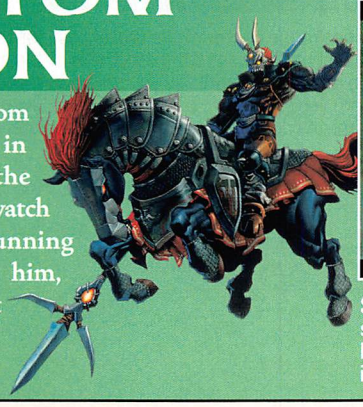
15 OPEN THE BOSS'S LAIR

Push the walls to rotate the chamber—you'll need to rotate it several times. Access the switch that unlocks the grating, then line it up with the northern corridor that leads to the boss's lair.

BOSS

PHANTOM GANON

Run into the center of the room and use your Fairy Bow in first-person view. Scan the paintings on the wall and watch for Phantom Ganon running toward you. When you see him, check the paintings to the left and right for decoys.



LURE THE PHANTOM OUT



Shoot an arrow at Phantom Ganon as soon as he leaps from a painting. Eventually he will abandon the paintings and attack with electrified balls.

RETURN MAGIC



Deflect Phantom Ganon's magic to stun him, then attack with your sword. You must deflect a greater number of energy balls faster as the battle rages.

CHAMBER OF SAGES

THE FOREST MEDALLION

After you expel the evil beasts that plagued the Forest Temple, Saria enters the Chamber of Sages and becomes the Sage of the Forest. Your childhood friend adds her power to yours by giving you the Forest Medallion. From the Chamber of Sages you'll warp to the Great Deku Tree. With the forest safe again, a new Deku Tree has sprouted. It tells you the story of how you came to live with the Kokiri years ago.

GORON CITY

THE CHANGES IN GORON CITY

Your next stop is the Fire Temple, deep within Death Mountain's crater. On your way up the mountain, pay a visit to Goron City. In the city, you'll find nothing but a ghost town of what once was the Gorons' home. One rolling Goron remains—stop him with a bomb to talk to him. It turns out that the Goron is Darunia's son, Link, named after the Hero of Time! He'll explain what has come to pass over the years.

GET THE GORON TUNIC



Darunia left to save the Gorons, but Link could use your help. Darunia's young son gives you the Goron Tunic, which protects the wearer from extreme heat.

THE GIANT'S KNIFE



Behind a series of stone walls in Goron City resides a giant Goron who's been working on a weapon for years—the Giant's Knife. Use bombs to reach him.

SHORTCUT TO THE CRATER



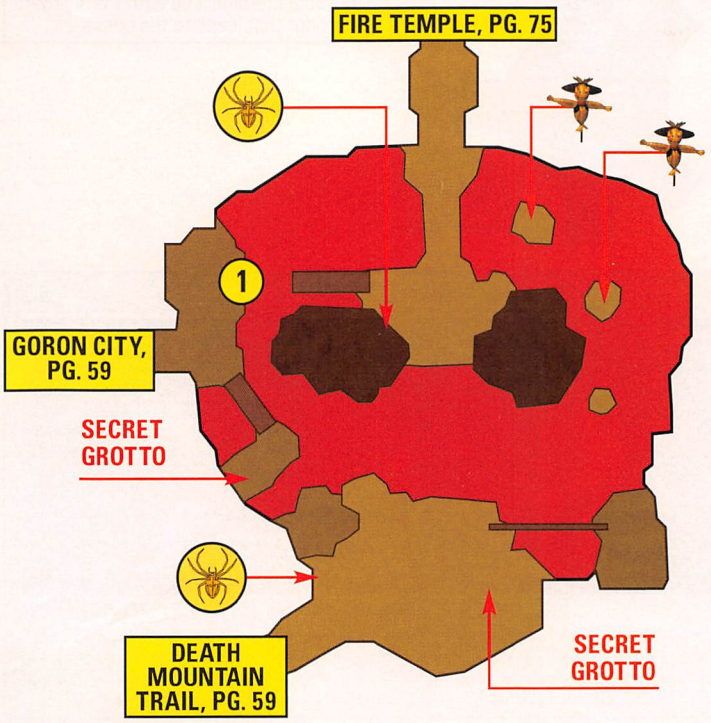
After you talk to Darunia's son, the doors on the bottom floor of Goron City will be unlocked. Through the doors is a handy shortcut to Death Mountain Crater.

DEATH MOUNTAIN CRATER



Link is finally old enough to wear the adult-sized Goron Tunic, so you can see what lies inside the crater without getting scorched. The entrance to the Fire Temple is near the bottom of the crater. Your mission is to help Darunia defeat Volvagia and save the Gorons.





1 BOLERO OF FIRE





To get to the center of the crater, look for the broken wooden bridge. Use your Hookshot to cross to the other side of the bridge. As you walk across the rest of the bridge, Sheik will pay you a visit and teach you the Bolero of Fire. The song will warp you straight to Death Mountain Crater. Walk to the bottom of the crater and enter the doorway. Inside you'll find a ladder leading down to the Fire Temple.

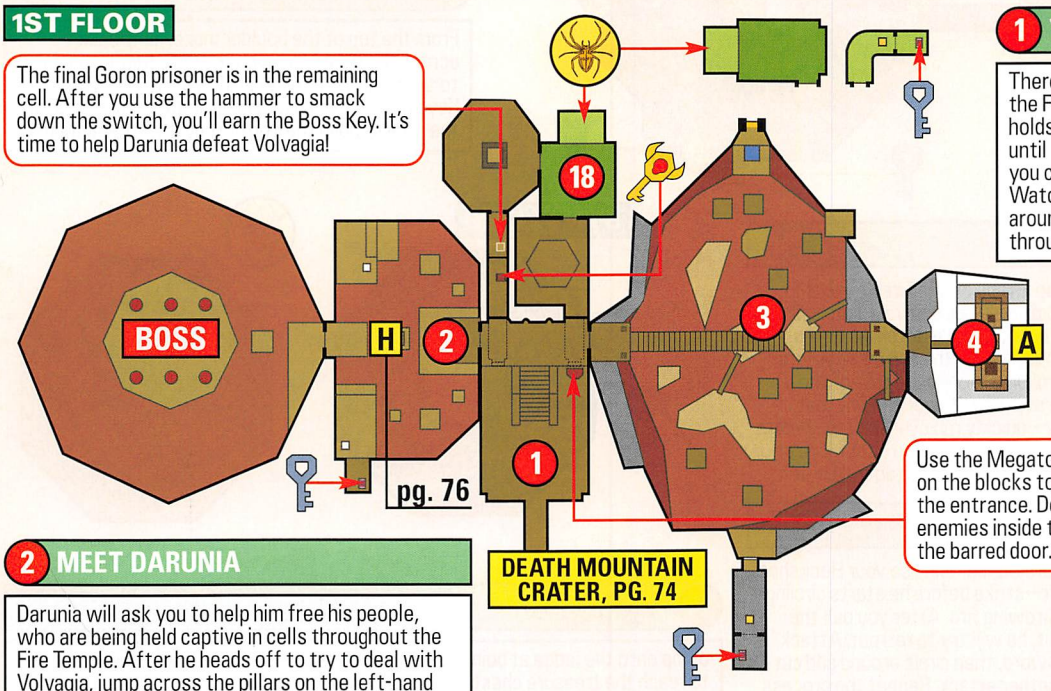
FIRE TEMPLE

A DRAGON'S WRATH

Ganondorf has awakened the ancient dragon Volvagia inside the Fire Temple, and he plans to sacrifice living Gorons in the dragon's honor. The leader of the Gorons, Darunia, has already entered the Fire Temple to slay the dragon and save his people. Find Darunia in the temple and help him free the imprisoned Gorons. Grab the Megaton Hammer, then proceed to Volvagia's lair to destroy the fiery fiend.

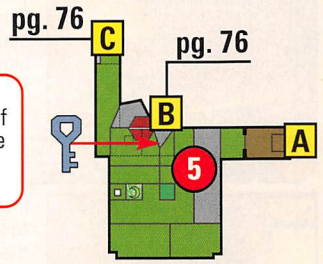
1ST FLOOR

The final Goron prisoner is in the remaining cell. After you use the hammer to smack down the switch, you'll earn the Boss Key. It's time to help Darunia defeat Volvagia!



Use the Megaton Hammer on the blocks to the right of the entrance. Defeat all the enemies inside to unlock the barred door.

2ND FLOOR



1 YOUR FIRST VIEW

There is a large central staircase at the entrance to the Fire Temple. A cell in the lower-left corner holds a captive Goron that you won't be able to free until later. On the right side, there is a statue that you can move only with the Megaton Hammer. Watch overhead for the two Fire Keese that circle around the upper chamber. Walk up the stairs then through the left door.

2 MEET DARUNIA

Darunia will ask you to help him free his people, who are being held captive in cells throughout the Fire Temple. After he heads off to try to deal with Volvagia, jump across the pillars on the left-hand side of the room to reach the switch that will free one of the Gorons. Talk to all the Gorons you free—they have valuable advice about the dungeon. Grab the Small Key inside the cell and use it to unlock the right-hand door in the main chamber.

3 GORON CAPTIVES



Cross the rope bridge and use the fire blocks and pillars to cross to the left-hand side of the room. Free the Goron to earn a Small Key. Watch for Fire Keese that circle the ceiling, and beware of the Red Bubbles that fly out of the lava. Return to the bridge and take the right path. Use a bomb to reveal a door. Walk through the door and free the Goron to earn another Small Key. Use one of the keys to unlock the far-right door.

4 MAKESHIFT ELEVATOR

Use the Hookshot to pull yourself up on the right side of the chain-link fence, then walk cautiously along the top edge to the platform. There are two Fire Keese on the ledge. Jump down to the block, then push it over the edge onto the lava stream. Jump onto the block and ride it up.

5 CLIMB THE FENCE



Climb up the left ledge—watch out for the slugs. Jump to the crystal switch on the opposite ledge. Push the block off, jump down, then pull the block into the depression in the floor. Climb up the block, jump to the higher ledge and climb the fence. Drop a bomb or shoot an arrow at the crystal switch on the ledge below to deactivate the fire that blocks the fence. Run over to the fence and quickly climb it.

6 THE STONE MAZE



After you climb the fence, you'll emerge in a stone maze on the third floor, with giant boulders around all the corners. Take a right and go down to the switch. Hit the switch to free a Goron and get another Small Key. Walk to the opposite side of the room and free a second Goron to earn yet another Small Key. Go to the locked door (on the opposite side from where you entered) and use a Small Key to unlock it.

7 GET THE DUNGEON MAP

Three hearts rest on the left ledge at point 7. Watch your step, or you'll have to climb back up from the first floor. Use your bow to hit the eye switch above the barred door to unlock it. Grab the dungeon map in the adjacent chamber, then return to the ledge room and use your second Small Key to unlock the door.

8 RUN FROM THE FIRE

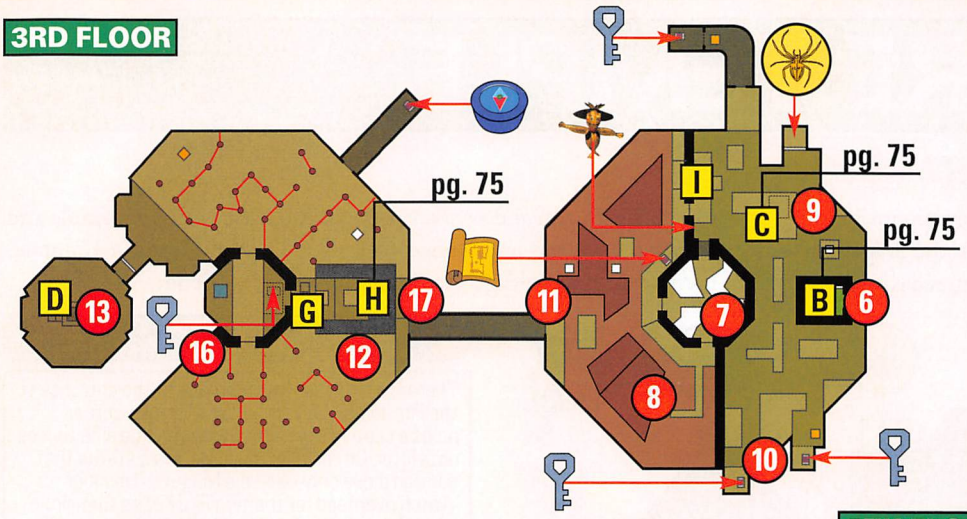
When you step onto the iron walkway, a wall of rolling fire will pursue you. Run to the opposite side of the chamber and walk through the unlocked door. You'll face a locked door in the room, but you must free another Goron below the boulder maze before you can unlock the door.

9 GORON IN THE MAZE



When you emerge above the boulder maze, jump across to the pillar directly in front of you, which has a slug on it. Defeat the slug and place a bomb on the top of the pillar where the ground is slightly warped. Descend the shaft that appears when the bomb explodes. After you do, free the Goron that is trapped on the second floor to earn a Small Key. Return to the top of the boulder maze.

3RD FLOOR



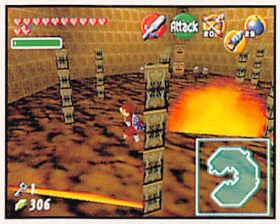
10 FREE AT LAST!

After you've returned to the top of the boulder maze, jump across to the switch and press it. A cage at the other end of the chamber will unlock—there's a Goron inside. Carefully leap across each pillar to reach the Goron—watch out for slugs along the way. When you reach the Goron, you'll earn another Small Key.

11 FIRE WALLS AREN'T FUN

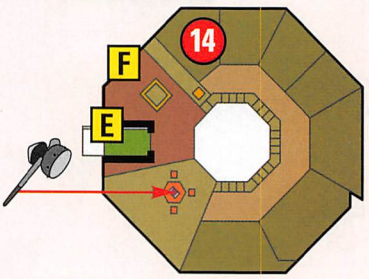
From the top of the boulder maze, jump back across the pillars to reach the door that leads back to the room with the wall of fire in it. Use a Small Key on the locked door and grab the two hearts on the pillars above the iron grating if you need them.

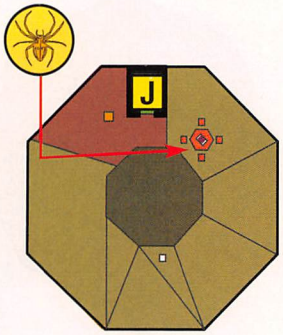
12 DODGE THE FLAMES



At point 12, keep an eye on the Fire Keese that drop from the ceiling. In the central room, use a Small Key to cross. There's a Goron inside, but you must reach the top of the fire maze before you can free him. On the opposite side of the maze, push the switch to lower the fire that blocks the door—quickly run over the area before it flares up again. Grab the jars on either side of the door, then use a bomb on the door to enter.

5TH FLOOR





13 THE FLARE DANCER

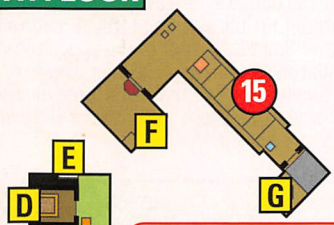


L-target the Flare Dancer and use your Hookshot to draw him out—strike before he starts circling the room and throwing fire. After you pull the Flare Dancer out, he will try to retreat. Attack him with your sword, then circle around and cut him off with another attack. Repeat the process until he jumps back into the flames, then ready your Hookshot again. After you destroy the Flare Dancer, jump on the platform to ride it up.

14 THE MEGATON HAMMER

Jump onto the ledge at point 14 and press the switch. You'll have a limited time to reach the treasure chest by carefully walking up the narrow stone path. The Megaton Hammer is your reward for reaching the chest. Return to the entrance and use the hammer on the stone block to descend, then use it to smack the blocks away from the door. Exit through the door.

4TH FLOOR





Climb to the top of the ledges and drop a bomb over the edge onto the crystal switch. The switch will deactivate the fire on the fence so you can climb it.

15 CREATE A STAIRWAY

Use the Megaton Hammer on the switch to create a stairway that leads down. Place a block on the switch. Walk downstairs and use the Megaton Hammer on another switch to descend.

16 THE REVEALING SONG OF TIME

Climb up the ledge and use the hammer on the rusty switch. Play the Song of Time to remove the block and reveal another rusty switch. Cross the gap, then smack the third rusty switch to release the Goron below and to earn a Small Key.

17 BACK TO THE START

Play the Song of Time and jump onto the platform to return to the upper level. Use the hammer on the block and descend to the chamber where you saw Darunia, then return to the entrance room.

18 CRAZY FLOOR TILES

Floor tiles and a Like Like will attack you at point 18. Move around while L-targeting the floor tiles and defend with your shield until they stop. Steer clear of the Like Like or it will devour your shield. Toss bombs at the foe until you've eliminated it.

BOSS VOLVAGIA

Keep an eye on the fiery holes in the ground. Volvagia will poke its head out of one of the holes before it unleashes its wrath. Attack it then. When Volvagia flies out of a hole, it will alternate between breathing fire and dropping boulders. Avoid both of the fire dragon's attacks.



STUN, THEN ATTACK



As soon as Volvagia shows its head, L-target it, run over to the hole and hit it with the Megaton Hammer to stun it.

WAIT FOR IT



The next time Volvagia appears, it will attack you with its fire breath. Attack its head with the hammer.

CHAMBER OF SAGES

THE FIRE MEDALLION

After you defeat Volvagia, the skies above Death Mountain will clear up. The dark and ominous clouds that symbolized the evil within the Fire Temple will vanish. On your return visit to the Chamber of Sages you'll learn that Darunia is the Sage of Fire. Darunia will express his gratitude for your help in saving the Gorons. He will also give you the second medallion—the Fire Medallion—which will add his power to your own.

DEATH MOUNTAIN

SHORTCUT THROUGH THE CRATER

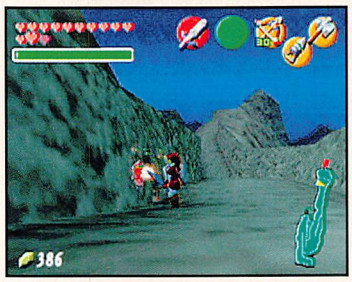
From the Chamber of Sages, you will be warped back to Death Mountain Crater. Use the Hookshot to travel back over the broken bridge. Break out your newly acquired Megaton Hammer and use it to destroy the strong boulders that block the Fairy Fountain. With only a few hits the Megaton Hammer can destroy stone that is impervious to bombs.

GREAT FAIRY IN THE CRATER



Cross the bridge left of the passage to Goron City and smash the boulders that block the entrance to the Great Fairy's Fountain. Play Zelda's Lullaby for the Great Fairy. She'll increase your magic meter as well as replenish your health.

DEATH MOUNTAIN GOLD SKULLTULAS



With the Megaton Hammer, you can finally get at the skittering Gold Skulltulas on the Death Mountain path. Walk up the path and listen for their telltale scratching sound, then use the Megaton Hammer to break the boulders that they hide behind.

ZORA'S DOMAIN

BACK UPSTREAM YOU GO

After seeing how Ganondorf's evil has changed Kokiri Forest and Goron City, Link fears for the Zoras at Zora's Domain. Descend Death Mountain and travel east to investigate Zora's River. The Zoras, too, have fallen victim to the dark magic that has plagued Hyrule. Link must find the source of the evil that has frozen Zora's Domain to free the Zoras and return their home to normal.

ZORAS ON ICE





Octoroks have taken over Zora's River—an indication that the situation in Zora's Domain is not a good one. After you pass through the waterfall, you'll find that in the seven years that have passed, Zora's Domain has been transformed into a frozen wasteland. After you climb the stairs to King Zora's room, you'll find King Zora frozen in a tomb of red ice.

THE ICE CAVERN ENTRANCE





At Zora's Fountain, Lord Jabu-Jabu is nowhere to be found. Because ice has formed, you can finally get high enough over the water to reach the distant cavern in the left corner of Zora's Fountain. Jump on the icebergs to reach the opening, which is the entrance to the Ice Cavern.

ICE CAVERN

SHIVER ME TIMBERS, IT'S COLD IN HERE

When Link visits Zora's Domain seven years later, the entire area has been hit with an arctic freeze and Lord Jabu-Jabu is nowhere to be found. Use the icebergs that float in Zora's Fountain to reach the Ice Cavern. Inside, the slippery surface will make progress more difficult. Seek out the Blue Fire and the Iron Boots within the frozen cave—you'll need them to reach your next destination, the Water Temple.

1 FOUR FREEZARDS AND A FLOOR SPIKE



A floor spike circles around four Freezards in the first room—don't get caught up in the spike's path. Use your Hookshot to pull yourself next to the Freezards, then swing away with your sword until you break the foes down to nothing. Beware of the Freezards' ice breath—it will freeze you in your tracks. Defeat the four Freezards to unlock the northern door. A Red Rupee waits behind a wall of red ice to the left.

2 FIVE SILVER RUPEES

Two giant ice blades spin in the room at point 2, where five Silver Rupees are. Follow the blades around and grab the first three Silver Rupees. Jump off the ledge by the locked door to grab the fourth Silver Rupee. The fifth one is hidden behind three ice stalactites—use your sword to reach it. After you've collected all five Silver Rupees, the door on the ledge will unlock. Walk through it.

3 THE MYSTERIOUS BLUE FIRE



You'll need an empty bottle or two to store the Blue Fire—the only thing capable of melting red ice. Bottle some Blue Fire and melt the red ice encasing the vase and the large treasure chest at point 3. The vase holds a Red Rupee and the large treasure chest contains the dungeon map. After you collect the treasure, bottle some more Blue Fire before you exit the room.

4 GET THE COMPASS

With your bottled Blue Fire in hand, return to the room with the spinning ice blades. The doorways to the left and right are blocked by red ice. Melt it with the Blue Fire and proceed through the right door. Directly ahead you'll see another Blue Fire fountain. Use your bottled Blue Fire to obtain a Piece of Heart and the compass, then refill your bottles with Blue Fire at the fountain.

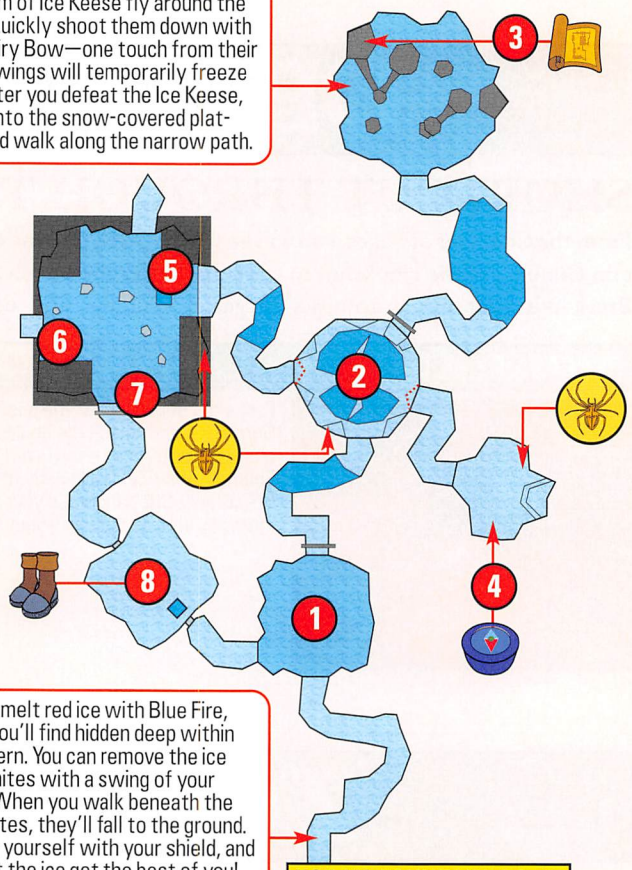
5 SILVER RUPEES ARE THE KEY

Return to the room with the spinning ice blades and walk through the left door that was covered in red ice. In the room at point 5, you must collect another five Silver Rupees to unlock the south door. Jump down onto the ice block in front of you when you enter the room, then jump onto the pillar where the first Silver Rupee lies. Collect the second Silver Rupee on the small pillar nearby. Return to the ice block you first jumped onto and push it to the right side of the room. Use the block to reach the third Silver Rupee—melt the red ice to collect it. Push the ice block over the edge to make a new ice block materialize. Stand behind the new block and push it to the left side of the room—use it to grab the fourth Silver Rupee. Push the ice block forward to collect the final Silver Rupee, and unlock the southern door. Watch your step—it's a long fall off the edge!

6 THE SONG OF TIME REVEALS SECRETS

Push the old ice block off the ledge to make a new one appear. Push the new block forward, left, forward, left and finally forward again. After you've refilled your Blue Fire, look for the three Red Rupees hovering just out of reach above the Blue Fire fountain. Play the Song of Time to reveal a Time Block. Climb onto the block to reach each of the Rupee prizes.

A swarm of Ice Keese fly around the room. Quickly shoot them down with your Fairy Bow—one touch from their frosty wings will temporarily freeze you. After you defeat the Ice Keese, climb onto the snow-covered platform and walk along the narrow path.



You can melt red ice with Blue Fire, which you'll find hidden deep within the cavern. You can remove the ice stalagmites with a swing of your sword. When you walk beneath the stalactites, they'll fall to the ground. Protect yourself with your shield, and don't let the ice get the best of you!

ZORA'S FOUNTAIN, PG. 66

7 ONE LAST PUSH



In the room with the ice block, push the old block off the edge to create a new one again. Push the new ice block left, forward, right, back then left one last time. Use the block to reach the passage that leads to the Ice Cavern's final room. If you need more health, melt the red ice along the way to uncover two breakable pots that contain hearts.

8 WHITE WOLFOS GUARDS



A White Wolfos guards the Ice Cavern's treasure—the Iron Boots. The White Wolfos has better defense and health than a regular Wolfos. Defeat the White Wolfos to obtain the Iron Boots. After your victory, Sheik will appear and teach you the Serenade of Water. The song allows you to warp to Lake Hylia. Equip your Iron Boots and look behind the chest to find a pool of water. Jump into the pool to take the shortcut.

ZORA'S DOMAIN

THAW OUT KING ZORA

Return to Zora's Domain with a bottle of Blue Fire in hand. Use the Blue Fire to melt the red ice around King Zora. Free of his ice-prison, the king will be very grateful and will give you the Zora Tunic as a token of his gratitude. The Zora Tunic enables Link to remain underwater indefinitely. It will come in handy in the Water Temple where you must search for the cure to Zora's Domain's frozen state.

LAKE HYLIA

LAKE HYLIA'S DROUGHT

With the Iron Boots and the Zora Tunic in your possession, you're finally fully equipped to take on the Water Temple. Princess Ruto has already left to investigate the temple. Play the Serenade of Water to warp to Lake Hylia. The lake is in a sorry state, with barely any water left in its parched basin. Below what is left of the lake's water lies the entrance to the Water Temple.

VISIT AN OLD STRAW FRIEND



Before you enter the Water Temple, pay a return visit to the Dancing Scarecrows. Talk to the remaining scarecrow. He'll request that you play him the song you composed seven years earlier. His buddy, Pierre, is out traveling the world of Hyrule—as a reward he'll help you out in certain locations. When Navi calls your attention to certain spots, play your original composition. Pierre will pop up to offer you a Hookshot point.

ENTER THE WATER TEMPLE

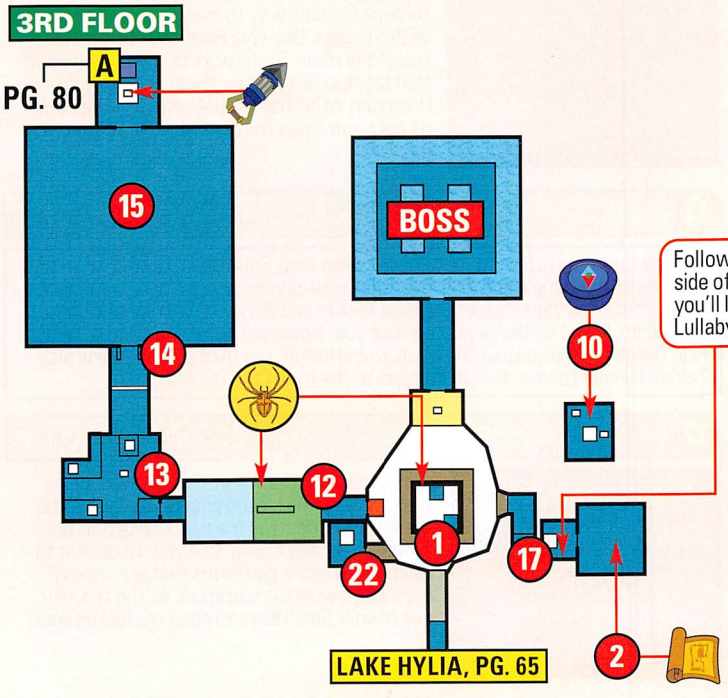


Slip on the Zora Tunic and the Iron Boots, then sink into what remains of Lake Hylia's waters. The Iron Boots will carry you down to the lake's floor, and the Zora Tunic will allow you to breath underwater like a Zora. At the bottom of the lake, look for a crystal switch. Use your Hookshot to hit the switch and open the gate to the Water Temple.

WATER TEMPLE

INSIDE THE WATER TEMPLE

The frighteningly low water level of Lake Hylia has left the Water Temple partially exposed, but you'll still need aquatic abilities to explore the interior fully. The Zora Tunic, Iron Boots and Hookshot will help you navigate the changing water levels and submerged areas inside the temple. The Longshot, an upgrade to your Hookshot, is hidden within the watery maze. An old friend also awaits you inside.



1 REUNION WITH RUTO

Enter the Water Temple to appear in the main room at point 1—the room is halfway filled with water. Equip your Iron Boots and sink to the bottom. Once you reach the bottom of the temple's main room, take a right and enter the doorway with torches on either side. Waiting on the other side of the door is your old friend, Princess Ruto. Listen to what she has to say, then follow her through the water to dry land.

Follow Princess Ruto to the dry area in the upper part of the temple. Look on the side of the wall to inspect the strange engraving. After you read the engraving, you'll learn how to raise and lower the water in the temple: by playing Zelda's Lullaby. There are three places in the temple where you can change the water level.

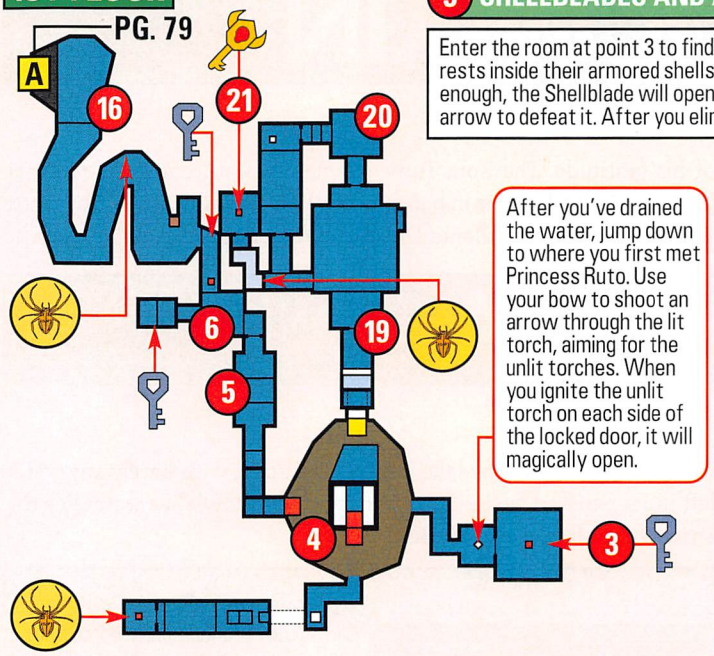
2 THE WATER TEMPLE MAP



Play Zelda's Lullaby to drain the water in the temple to its lowest level, then walk through the door to the right. Use a Deku Nut to stun the Spikes—they'll temporarily turn to stone. Use your sword to finish them off. After you've cleared the room of Spikes, a chest will appear. Inside the chest is the dungeon map.

1ST FLOOR

PG. 79



After you've drained the water, jump down to where you first met Princess Ruto. Use your bow to shoot an arrow through the lit torch, aiming for the unlit torches. When you ignite the unlit torch on each side of the locked door, it will magically open.

3 SHELLBLADES AND A SMALL KEY

Enter the room at point 3 to find a group of Shellblades. The crustaceans' only weakness is the soft muscle that rests inside their armored shells. L-target a Shellblade to lock on to it, then slowly walk toward it. When you're close enough, the Shellblade will open its shell and show its vulnerable interior. Hit the muscle with your Hookshot or an arrow to defeat it. After you eliminate all of the Shellblades, a chest that contains a Small Key will appear.

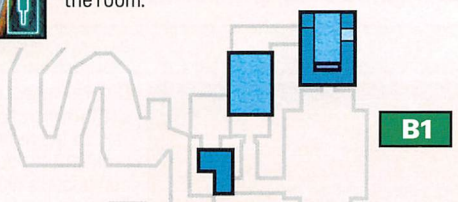
4 CLEAR THE LEFT PASSAGE

Exit the room at point 3 and return to the temple's main room (at point 4). On the opposite side of the room, a large stone blocks the room's left door. Grab the block and push it in until it drops into the hole below.

5 GEYSER-STEPPING



Strap on the Iron Boots and sink into the water. Walk down the passage between points 4 and 5, then remove the boots and swim up to dry land. Look to the right to see a crystal switch. Hit the switch with an arrow or the Hookshot to make a geyser rise from below. When the geyser rises, hop onto it and cross the gap to the other side of the room.

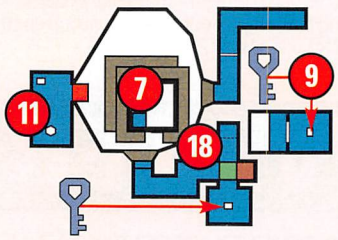


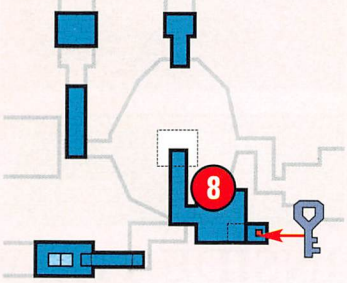
6 WITHIN THE DRAGON'S JAWS



At point 6 there is a large swirling pool of water with a dragon statue at the bottom. The dragon has a crystal switch in its mouth. Jump into the whirlpool and let the water carry you to the room's right side. Dive and swim to the opening by the dragon head, then equip the Iron Boots and use your Hookshot to hit the crystal switch. Swim through the gate that opens to find a Small Key. Hit the crystal switch again to raise the gate, then return to the temple's main room.

2ND FLOOR





7 RAISE THE WATER TO HALFWAY



Enter the locked door in the temple's main room that is surrounded by sand to enter the central tower. Beware of the Spikes in the room. Use your Hookshot to reach the small ledge above the door by which you entered. Play Zelda's Lullaby by the engraving to raise the water level to its halfway point. Equip the Iron Boots and drop to the bottom floor below the water's surface, where the Spikes are surrounding the walkway.

10 PAST THE GEYSER TO THE COMPASS



Return to the temple's main area and find the passageway that has two pots in front of it. Walk through the doorway to enter a room crawling with Stingers. Use your Hookshot to reach the top of the room. Stand next to the small geyser that blocks the treasure chest and use your Hookshot to hit the crystal switch in the corner of the room. Open the chest to obtain the compass.

8 WATCH OUT BELOW

In the basement, enter the room at point 8. There are two gates located on the ceiling and a crystal switch that opens both gates on the left side of the room. Be ready; when you hit the crystal switch you'll be attacked by Shellblades and Spikes. Hit the switch from a distance then lock on to a target and slowly walk in to pick off enemies one by one. After you've eliminated all the enemies, the gate above will open. Float up through the gate and collect the Small Key.

11 FLOOD THE TEMPLE

Exit the room and return to the temple's main area. Enter the locked door on the left side of the temple and walk over the small geyser to lure a dangerous Blue Tektite out of hiding. L-target the Blue Tektite and defeat it with your Hookshot and sword. Stand on the geyser and use your Hookshot to hit the crystal switch. Ride the geyser up and exit the room. Stand before the third engraving and play Zelda's Lullaby to raise the water level to the top of the temple.

9 BACKTRACK FOR A SMALL KEY



Return to the room where you played Zelda's Lullaby to raise the water level. Exit the room and go to where you met Princess Ruto. Equip the Iron Boots and enter the passageway. Once you've reached the room where you first met Ruto, swim upward. On dry land, you'll appear in a small room with a cracked wall. Use a bomb to blow open the wall and reveal a treasure chest. Open the chest to get a Small Key.

12 UP THE WATERFALL



After you raise the water to its highest point, walk through the locked door on the left. Enter the room and destroy the two Keese that are hanging from the ceiling. Use your Hookshot to climb the wooden platforms that are moving downward with the waterfall. At the top, use one of your Small Keys to open the locked door.

13 CRYSTAL-SWITCH MADNESS





At point 13, hit the crystal switch in the middle of the room to raise the water and the statues, allowing you to use your Hookshot to cross the water gaps between the platforms. Cross to the platform in front of you and hit the crystal switch again so that you can cross to the right side of the room. Climb over the statue and hit the crystal switch again. Cross over to the final platform and hit the crystal switch. Climb up on the statue's head and hit the crystal switch one last time to raise yourself to the ledge above.

14 LIKE LIKE TROUBLE

Destroy the Blue Tektites on the ledge and face off against the Like Like. Don't get too close to your foe, or it will inhale you into its giant mouth and steal your valuables. Keep your distance from the hungry Like Like and toss a few bombs at it to defeat it. If the creature steals your items, you'll get them back once you win the battle. When the Like Like is gone, use your Hookshot to grab onto the ceiling and cross over the spikes. Walk through the northern door.

15 DARK LINK: SHADOW OF A HERO

Walk past the barren tree to the door across the way to discover that it's locked. Walk back to the tree to find Dark Link waiting there—prepare for a tough battle. Dark Link will mirror every move and can defend against almost everything you attack him with. Stick to swordplay—the spinning sword attack works well. If you jab forward at him, he'll jump onto your blade and strike you. Try to fight Dark Link without L-targeting. Instead, wildly swing your sword near him: He'll be less likely to know where your attacks are coming from. Use a spinning sword attack to make him back off. Thirteen hits should do him in. After you defeat Dark Link, the room's illusion will fade and the door will unlock. Get the Longshot in the next room, then play the Song of Time to make the block behind the chest fade.

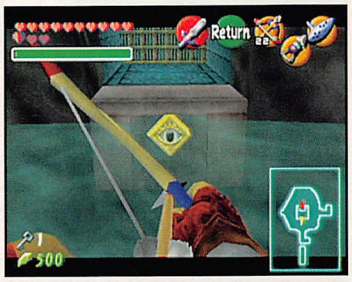


16 WALKING UNDERWATER

Walk through the door and jump into the stream. Use your Iron Boots to gain a little more traction and walk carefully around the vortices. Swim to the small ledge with two pots resting on it to capture a Fairy in one of your empty bottles. On the ledge, equip the Iron Boots and walk to the final ledge that faces the eye switch. Shoot the eye switch with an arrow to open the gate. Swim to the gate and open the chest behind it to get a Small Key. With the key in hand, return to the temple's main room.

17 PLAYING WITH WATER LEVELS





In the temple's main room, enter the doorway to the right of the temple entrance. Jump into the water, grab the brown block and pull it back into place. Return to where you met Ruto (at point 2) and play Zelda's Lullaby to lower the water to its lowest level. Enter the central tower in the main room (at point 7) and play Zelda's Lullaby again to raise the water to its halfway point. Exit the tower to appear in the main room and look for the gated doorway that has an eye switch below it. Shoot the eye switch with an arrow, then use your Longshot to cross.

18 TAKE A PLUNGE

Walk down the passageway to the block you just moved and push it until it locks into place. Enter the room on the right to find another Small Key. Return to the main room, equip the Iron Boots and drop to the first floor. Enter the doorway on the north side of the main room.

19 SPIKES AND BOULDERS

Enter the room with the open ceiling and look up to see a set of sharp spikes. On the other side of the room, there is a Longshot target. Use the Longshot to cross safely over the spikes, then use a Small Key to unlock the door. Enter the room and equip the Iron Boots to fight the strong currents. Walk carefully north toward point 20—watch out for the giant rolling boulders.

20 BLAST THE WALL

At point 20, jump down and swim to the ledge on the left. Bomb the wall where the bricks are discolored. Push the brown block until it stops, then cross back to the other side. Bomb the cracked wall and pull the block as far as you can. Return to the other side of the block and push until it drops off the ledge, hitting a switch that will raise the water and clear the way to the staircase.

21 GET THE BOSS KEY

Hit the switch and hop across the geysers to the other side of the room. Enter the adjacent room, equip the Iron Boots and walk to the right to go through a passageway. Swim up into the little room and use a Small Key on the locked door. Enter the door to find a large treasure chest that contains the Boss Key.

22 STOCK UP ON FAIRIES

Return to the top of the temple where you raised the water level to its highest point. Play Zelda's Lullaby to raise the water to the top of the tower. Walk to the left to find a large ledge with a statue on it. Use your Longshot to cross over the gap, and break open the vases to find some friendly fairies.

BOSS MORPHA

Morpha—a demon in the form of a small, glowing sphere—commands the dangerous waters around it, creating tentacles that lash out at intruders. Stay on the pool's outer edge. Use your Longshot to pull the sphere out of the water, then slash it with your sword. When Morpha starts to shape the water into giant tentacles, keep your distance, or a tentacle will grab you and smash you to the floor.



GET OVER HERE



Wait for the sphere that is Morpha to settle inside the water tentacle's tip, then L-target it and use your Hookshot to draw it out.

DOUBLE THE TENTACLE FUN



After a few hits, Morpha will create two water tentacles. Dodge the tentacles and use the same L-target, Hookshot-and-sword-attack combo.

CHAMBER OF SAGES

CALL OFF THE WEDDING

After you are warped to the Chamber of Sages, you'll discover that Princess Ruto is actually the Sage of Water. (Who knew?!) Since her new job is to guard the Water Temple, her dreams of a Link-Ruto wedding will have to be postponed. The other change to the world has a more direct impact on your situation—the water level in Lake Hylia has risen back to its original level.

LAKE HYLIA

SMOKE ON THE WATER

There is a stone on an island in the middle of Lake Hylia. A mysterious riddle has been carved into the stone, telling you about arrows and sunlight and whatnot. To solve the puzzle, take out your bow and fire an arrow at the rising sun. A direct hit will cause a Fire Arrow to drop on a nearby island. Swim to the island and retrieve the prize to gain the Fire Arrows as a permanent upgrade.

FIRE ARROWS



If you arrive at the lake too early or late, play the Sun's Song to change the time of day. You must fire a shot directly at the morning sun to earn the Fire Arrows.

GONE FISHING

If you want to go exploring, or just need a break from all your heroism, head back to the fishing pond and use the Sinking Lure to attract a lunker. If you give the fish to the owner of the pond, you will win a Gold Scale. The new item allows you to dive to the ocean depths.

THE LABORATORY

The old man in the laboratory on the shores of Lake Hylia is a bit of an oddball, but he means well. The scientist is trying to create a new kind of medicine, but he needs an Eyeball Frog. (You can get the item as part of the trading sequence.) While you're there, try out your new Gold Scale on his diving game.

KAKARIKO VILLAGE

VILLAGE ON FIRE

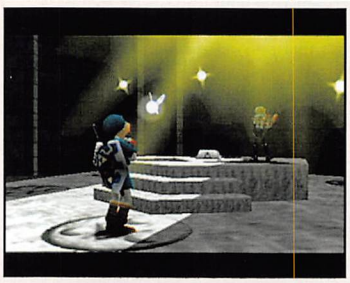
When you're done at the lake, head back to Kakariko Village—which you'll find in flames! Head for the well in the center of town and speak to Sheik. You'll hear a nerve-racking story about an evil entity that Impa sealed inside the well long ago, and also about some of the finer points of being a hero. Listen well, then get ready for a long, dirty trip.

PLAY AWAY THE DAY



It seems that Impa has gone to the Shadow Temple, located below the Graveyard. To reach her, you'll need to learn the Nocturne of Shadow. Have Sheik teach you the tune, then store it for later use.

STONE'S THROW



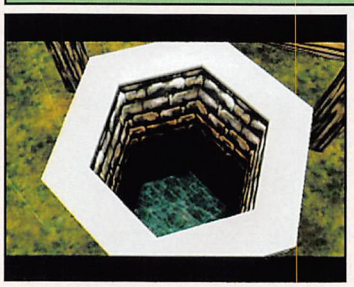
Placing the Master Sword in the Pedestal of Time will transport you seven years back. When you want to be transported to the future, simply pull the Master Sword out. After Sheik explains the mechanics of time travel, you will learn the Prelude of Light, a song that will warp you to the Temple of Time. Place the Master Sword in the stone and head back to the past.

FIND THE LENS



You'll need another item to get inside the Shadow Temple—a long-lost artifact called the Lens of Truth. The man who once owned it used to live in Kakariko Village, but the well now rests where his house used to be. It's time to head back in time and set the world to rights!

WELL, WELL, WELL



When you visit Kakariko Village as a child, the well is full of water. Go to the windmill and play the Song of Storms while standing next to the musician. The well will drain and expose a ladder. Steel your courage, descend the ladder and enter the crawlspace.

KAKARIKO WELL

WHAT'S THAT, LASSIE? LINK IS TRAPPED IN THE WELL?

An evil spirit has broken free from its bonds inside the well, and is running amok and causing mischief. You'll find a number of undead enemies and invisible traps inside the Kakariko Well, so step lightly. Many of the walls and pitfalls are invisible to the naked eye—paying close attention to the map and screenshots is your best hope for survival.

1 INVISIBLE PASSAGES



Take out the big Skulltulla, then walk forward until Navi tells you about the Lens of Truth. Your path appears to come to a sudden dead end, but you can actually walk through the wall at the end of the room. Many walls and floors in the Kakariko Well contain holes that can be seen only with the Lens of Truth.

2 BOMB THE BONES



You'll find a room with a small pool in it on the other side of the wall. There is a pile of bones in the left-hand corner. Drop a bomb on the pile to reveal a hidden entrance to the room below, where you'll find a small chest with some Bombchu. Climb the vines near the opening to exit the area.

3 A KEY FOR THEE





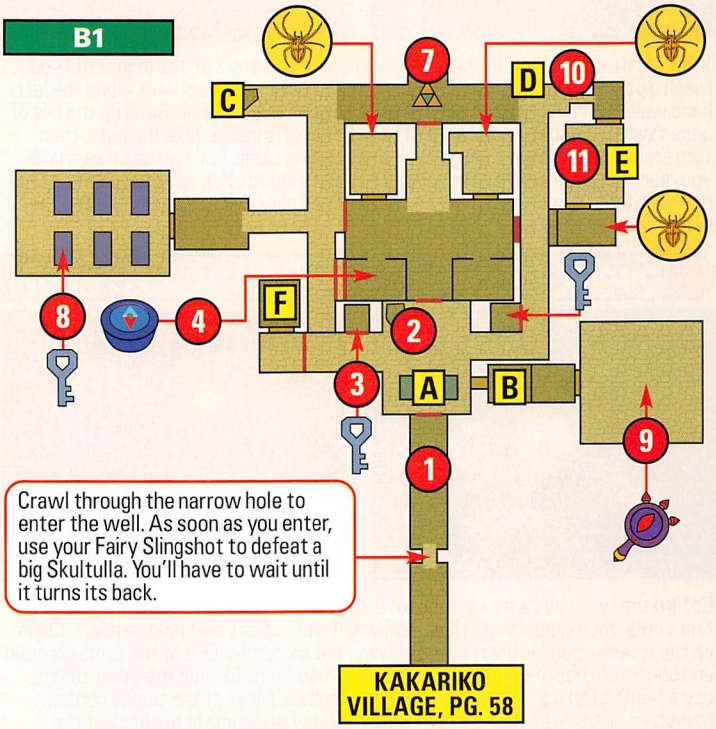
After exiting the hidden room, turn right and walk through the wall. When you find a treasure chest, open it to earn a Small Key.

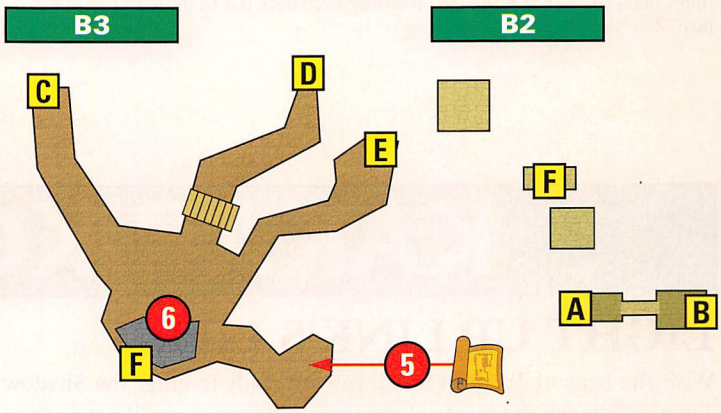
4 GAIN A COMPASS





Go back to the room with the bones and follow the stream. Along the way, you'll find a pair of secret rooms on the right-hand side of the corridor. The second room contains a large treasure chest, which holds the compass. There is a hidden hole on the ground a little way in front of the chest, so try to stay as close to the chest as possible when opening it. Once the compass is yours, you must fall down the hidden hole to access the basement.





5 MAP MANIA

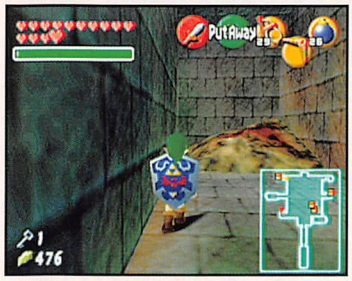
Inside the large, hand-shaped room you'll find a doorway lit by two yellow torches. Use a bomb to destroy the boulders blocking your path, then take out the ReDead and open the treasure chest to get a dungeon map.

6 TOXIC WATER



Return to the place where you fell into the basement (near point 6 on the above map). Carefully cross over the toxic water and collect the three Silver Rupees. (Watch out for the ReDead near the toxic water.) Once you're over, climb the ladders and collect the two remaining Silver Rupees—doing so will unlock the barred doors above. Walk through the wall opposite the three pots to appear back in the first basement level.

7 THE WATER RUNS DRY





Walk north along the main corridor (from point 2 to point 7 on the map) until you reach a painting. Destroy the Skulltula that jumps at you, then walk along the left-hand wall—you'll fall into a hidden hole if you don't hug the wall. Blow up the pile of bones with a bomb to reveal a chest with Deku Nuts inside. Take the nuts, then turn around, hug the wall and go back the way you came. Follow the stream until you reach a statue with water pouring out of its mouth. Pull out the ocarina, stand on the Triforce symbol inscribed on the floor and play Zelda's Lullaby to stop the water flow.

8 TOMB RAIDER





Return the way you came and look for a hallway on your right. Follow it until you find a hole, then drop through it. Inside, you'll find a chest that holds a heart. Climb up the vines and enter the room containing the six tombs. One of the tombs is open and contains a heart—but you must fight a Gibdo for it. To open the other tombs, use a flaming Deku Stick to ignite the unlit torches. Most of the tombs contain monsters, but there's a Small Key inside the left-hand tomb in the back of the room. Once you've collected the Small Key, head back out to the main room near point 2.

9 DASTARDLY DEAD HAND

If you followed the previous steps, the water will be drained from the pool in the main room, revealing a hole. Drop down the hole, grab bombs from the chest and crawl through the opening in the wall. Eliminate a Skulltula, then go through an iron door. Behind the door, you'll have to battle a Dead Hand. Let the Dead Hand grab you and reveal itself, then shake yourself free and run a short distance away. When the beast approaches and lowers its head, swipe with your sword until it retreats. Repeat the process until you've defeated the Dead Hand, then open the chest to earn the Lens of Truth. Use the lens to find a hidden treasure chest with 200 Rupees, then head back out to the main room.



10 LENSCRAFTER



Return to the main floor, then follow the right-hand path of the stream. When you pass a corner, use the lens to reveal a Small Key behind a wall. Continue down the corridor and use the lens on the right-hand side to find an opening in the wall. Go through the opening and use the Small Key on a locked door. When you enter the room beyond, make sure that the Lens of Truth is activated, or you may fall in a hole.

11 MORE FIGHTING

In the room beyond the iron door, carefully destroy the Fire Keese and Beamos. In the corner of the room you'll find a chest with a Deku Shield. Go through the door to the right of the chest, destroy a Like Like with bombs, then open another treasure chest to secure a Blue Rupee.

CLEAN UP THE REST

The Lens of Truth will allow you to enter the center section of the well. You should have enough Small Keys to unlock most or all of the doors. Many rooms contain treasure, but a few hide Skultullas.

KAKARIKO VILLAGE

LIGHT UP LINK'S LIFE

With the Lens of Truth in hand, you are ready to enter the Shadow Temple. To reach the inside of the temple, however, you'll need to use the Longshot—and only an adult can equip it. Go back to the future before it's too late!

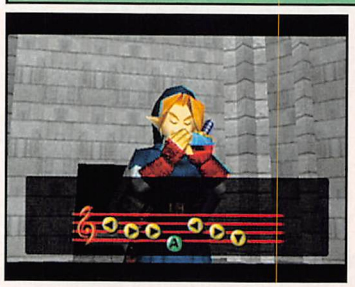
GET BACK TO THE TEMPLE

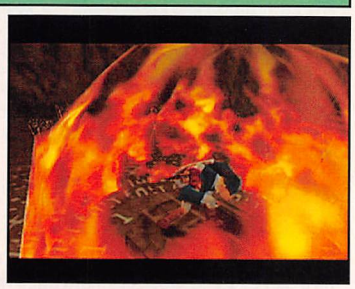




Play the Prelude to Light and warp to the Temple of Time, then pull the Master Sword out of the Pedestal of Time to fast-forward seven years.

A BURNING RING OF FIRE





Play the Nocturne of Shadow to warp to a previously unreachable ledge inside the graveyard. Head down the passage to the entrance and use Din's Fire to light the ring of the torches. Your mighty flames will open the Shadow Temple door.

SHADOW TEMPLE

THE SHADOW KNOWS

Once you have the Lens of Truth in your bag of tricks, you're ready to brave the Shadow Temple. The mysterious dungeon will present a challenge right off the bat—how to get inside! To do so, turn a corner, pull yourself over the gap and pass through the wall. You'll use the Lens of Truth a lot, so try to conserve your magic for the times you really need it.

1 TO THE MAP!

When you arrive at a gap, use your Longshot to cross. In the next room (the one with a bird statue), use the Lens of Truth in the left-hand corner to find a hidden doorway. Go through it and down a hall, then look for a hidden door on the right-hand side of the next room. Enter and defeat the foes for a map.

2 HAND OVER THE BOOTS

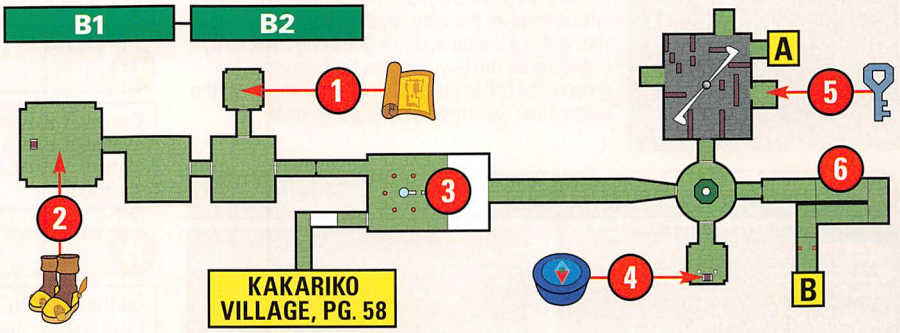


Leave the map room and look for a hidden doorway between two pots. Go through it and down a hallway until you find a Dead Hand. Eliminate the enemy for the Hover Boots.

3 THESE BOOTS ARE MADE FOR HOVERING



Go back to the room with the bird statue and examine the skulls on the pedestals with the Lens of Truth. The one that does not disappear is the real thing. Rotate the statue so the bird's beak points to the genuine skull. A gate will open—but it's on the other side of a large gap. No problem! Strap on the Hover Boots and cross the gap to the unlocked door.



4 DEFEAT THE GIBDOS

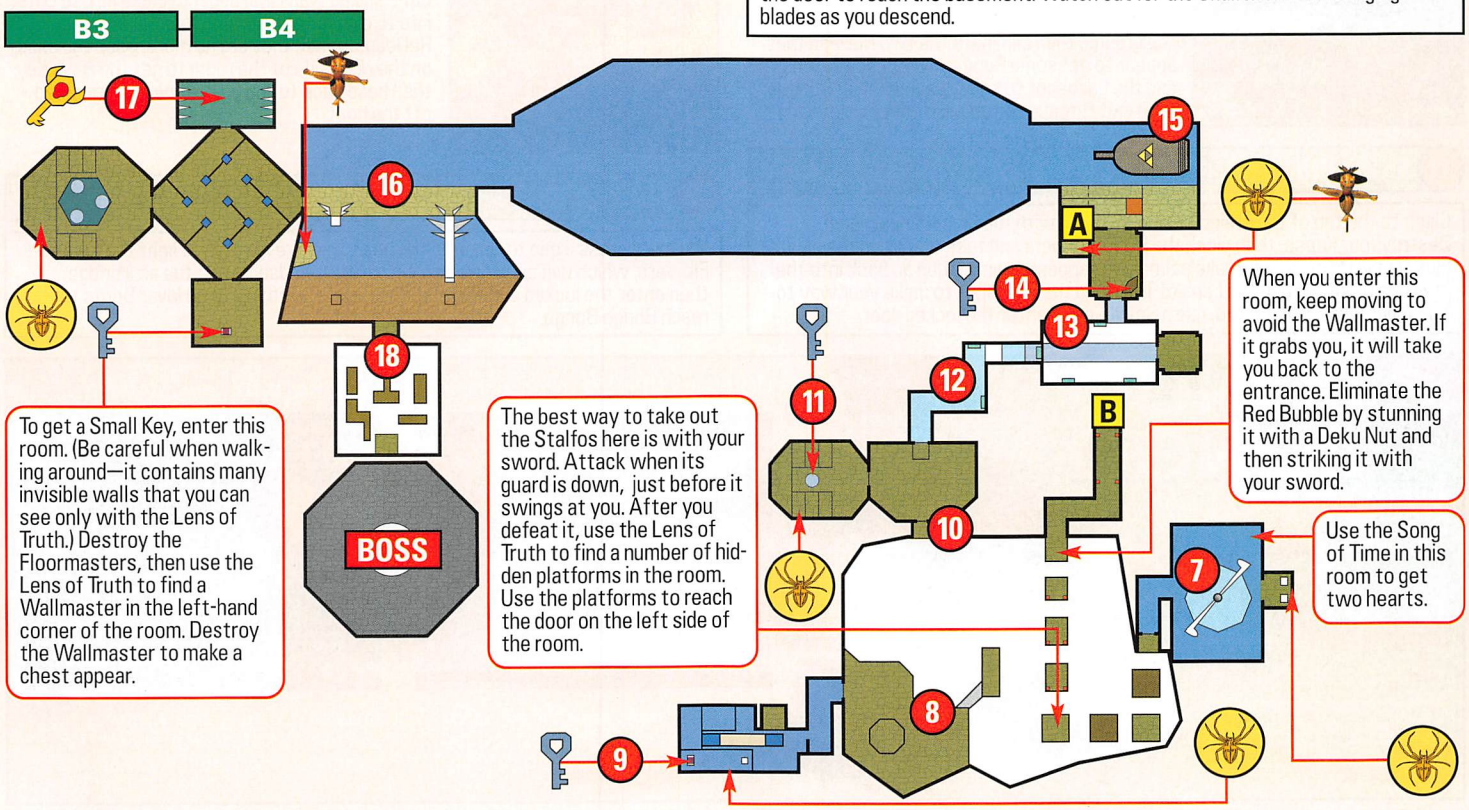
You'll find a Beamos at the end of the hallway—throw two bombs near its base to destroy it. Afterward, walk through the wall to your right and defeat a pair of Gibdos, then open the chest that appears to get a compass.

5 BIG BLADE

Go back to the room with the Beamos and walk through the wall on the opposite side. You'll enter a room with spinning blades. Grab the five Silver Rupees throughout the room, avoiding the blades as you go. (If a blade gets too close, duck it). Once you've collected the Silver Rupees, the door will unlock.

6 GOING DOWN?

Return once again to the room with the Beamos and use a bomb to destroy the left-hand wall. Walk through the hole and use a Small Key on the door, then use the door to reach the basement. Watch out for the Skulltulas and swinging blades as you descend.



7 INVISIBLE GOODIES

After you cross the hidden platforms, you'll enter a room that contains an invisible blade. Use the Lens of Truth to keep track of the blade, then destroy the three Keese and a Like Like. When they are no more, open two chests to receive Rupees and a bundle of arrows.

8 FLOAT TO THE TOP



Head back to the room with invisible platforms. Equip the Hover Boots and wait for another platform to drop. Once it does, hover over to it. Wait until it goes all the way up, then hover to a ledge that holds a Beamos. Use a Bombchu to destroy it, then grab the Silver Rupee that appears. Run around and collect the other Silver Rupees on the ledge, then exit through the nearby door.

9 AVOID THE SPIKES





When you go through the door, you'll see two spiked platforms that rise and fall. Use the Lens of Truth to find a block in the wall, then pull it out and place it under the falling spikes. Keep pushing it until the block rests under both spikes, then move to the other side and pull it to the end of the path. When you're in the clear, climb onto the block and jump onto the spiked platform. Leap to the next platform and look for a switch on the right. Hit it to receive a Small Key.

10 END OF THE ROAD



Return to the ledge with a Beamos on it and look for a skinny ledge in the upper left-hand corner of the room. Go to the ledge, using the Lens of Truth to spot two platforms along the way. In the next room, use the Lens of Truth to locate spikes on the ground, then eliminate the two ReDead that appear to get some Rupees. Next use the lens and the Longshot to collect some Silver Rupees, then exit through the unlocked door on the left.

11 SKULLDUGGERY

Climb to the top of the stairs (behind the skull with the blue flaming head). Destroy four Keese, then pluck the Bomb Flowers and toss them into the skull's blue flame. Doing so will make a Small Key appear. Grab it, then go back into the previous room and use the Lens of Truth and the Longshot to make your way to the upper ledge. Once there, use a Small Key to enter the locked door.

12 WALK THROUGH THE WIND

The room after the skull with blue flame has room wall-mounted fans. Equip your Iron Boots to withstand the wind and tromp to the end of the hall. To enter the next room, you must use your Longshot on a wooden beam to cross the gap.

13 FAN-TASTIC

More fans! Keep the Iron Boots equipped and eliminate the enemy above the door. Use the Lens of Truth to look to the left, where you'll spot another hidden exit. Switch footwear and use the Hover Boots to reach the doorway.

14 THE BONES TELL ALL

Destroy the two Gibdos, then place a bomb on the pile of bones. When the bomb explodes, a chest that contains a Small Key will appear. (You'll have to use the Lens of Truth to see the chest.) Grab the key then exit on the opposite side of the room.

15 BOATS AFLOAT

On the right you'll find a staircase just out of reach; On the left is a brown block. Push and pull the block to the bottom of the stairs until it locks into place, then use the block to reach the stairs. Follow them to a boat, then play Zelda's Lullaby near the Triforce symbol to get the boat moving.

16 LINK GOES SAILING



This is no pleasure cruise! During the boat ride, you'll have to battle a pair of Stalfoses. Fight bravely, but don't get too distracted. It's more important to keep an eye out for dry land, as the boat will sink when it reaches its destination. As soon as your craft begins to take on water, use the Hover Boots and float to safety.

17 THE FIRE INSIDE



Hang a left and go through a door into a diamond-shaped room. Enter the right-hand door and look out—spiked walls will begin to close in! Use Din's Fire to eliminate the walls, then take out the ReDeads. When they are no more, open the chest on the right side of the room to get the Boss Key, then head back to the place where you jumped off the boat.

18 MAKE A BRIDGE

You must cross a gap to reach to the boss. Use Fire Arrows to light the Bomb Flowers, which will explode and topple a statue. Use the statue as a bridge, then enter the locked door and use the Lens of Truth and the Hover Boots to reach Bongo Bongo.

BOSS BONGO BONGO

You must fight Bongo Bongo on top of a large drum that the boss is playing. Target each of Bongo Bongo's hands and shoot them with arrows. You'll have to dodge punches and slaps from the hands before you can get in a shot. When you hit a hand, it will be stunned for a few seconds.



GO FOR THE EYE



When both hands are stunned, shoot Bongo Bongo's eye. You must use the Lens of Truth to see the boss's head.

SWORDPLAY



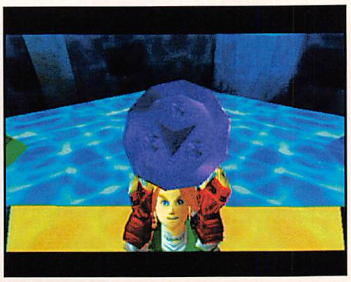
Once he's down, swipe with your sword until he retreats. Repeat the pattern until you are the victor.

CHAMBER OF SAGES

THE GUARDIAN

Sheik's words become truth when Impa appears and claims her title as a sage. Since the life of a sage is a busy one, she no longer has time to take care of Princess Zelda—so Impa will ask you to take over the duty. Accept gratefully, then take the medal she gives you and add it to your collection.





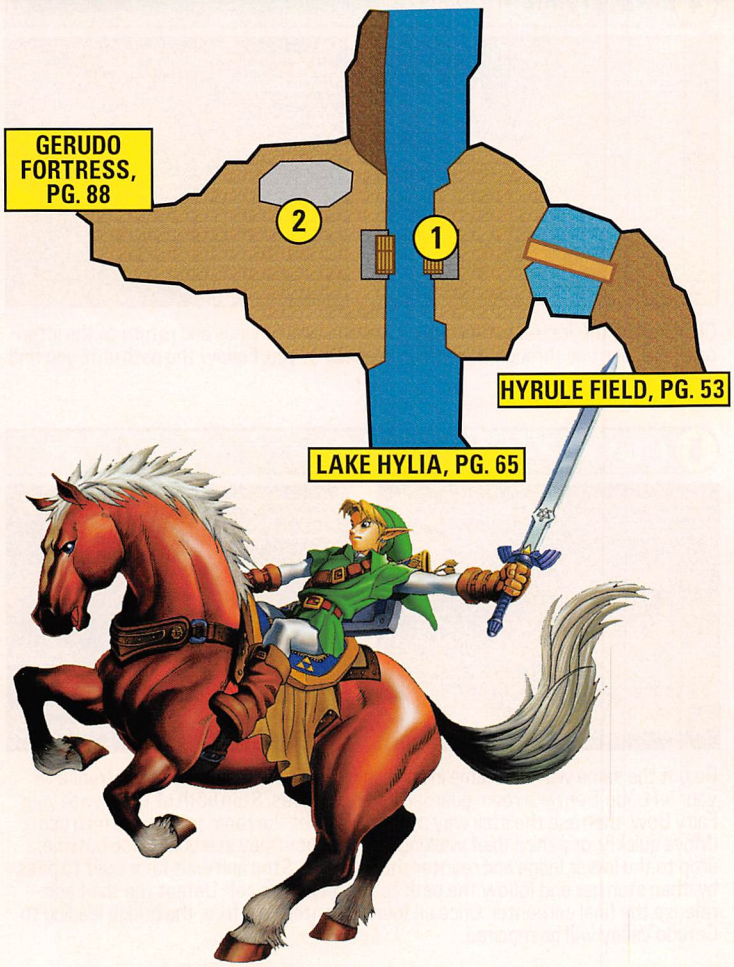


GERUDO VALLEY

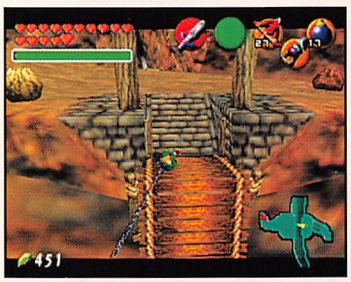


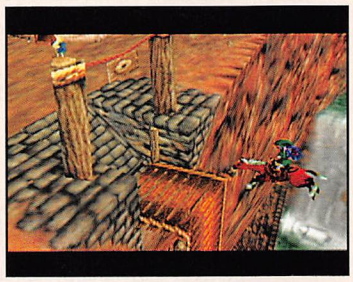
It's time for a visit to the wild, wild west, or at least as west as it gets in Hyrule. Gerudo Valley is a land of dust and rocks, but there are also great treasures to be found. Keep an eye out for a tribe of fierce women.





1 BRIDGE THE GAP





Gerudo Valley is located east of Lon Lon Ranch. Hop on Epona, then head up the trail. As you enter Gerudo Valley, you will come to a collapsed bridge. To cross the gap, you can either use the Longshot or get a running start while riding Epona. The two work equally well, but Epona's mighty leap is much cooler.

2 IS IT SAFE?





When you find a tent, talk to the Master Craftsman standing nearby. He'll ask you to enter the Gerudo Fortress and find his missing workmen. If you enter the tent, you'll meet the Marathon Man. Normally he is willing to race all challengers, but his plans are on hold until the bridge is fixed. (Once fixed, you can challenge the Marathon Man to a race, although you will lose every time.) Before you go, smash a nearby group of boulders with the Megaton Hammer to reveal a chest.

GERUDO FORTRESS

THE LADIES IN RED

Gerudo Fortress is at the end of the trail, past the carpenter's tent. The Gerudo thieves who live there are from a race of women who excel at fighting and thievery. Their boss is the lone Gerudo male, Ganondorf. To proceed, you must let yourself get captured by the Gerudo. Walk up to any of the thieves guarding the fortress to be thrown in the clink.

1 JAILBREAK



The Gerudo excel at fighting and thievery but aren't so great at holding hostages—you'll be imprisoned with all of your equipment. Use the Longshot to reach a nearby ledge and exit the cell, then start searching for the carpenters.

2 THIEF GRIEF





The Fairy Bow will stun the Gerudo thieves. Once you exit the cell, stun the thief below, then jump down and enter the fortress to the left. You'll find the first carpenter at the end of the hall. After you talk to the carpenter, a Gerudo thief will show up and attack you. Defeat the thief to earn a Small Key, then use it to free the carpenter.

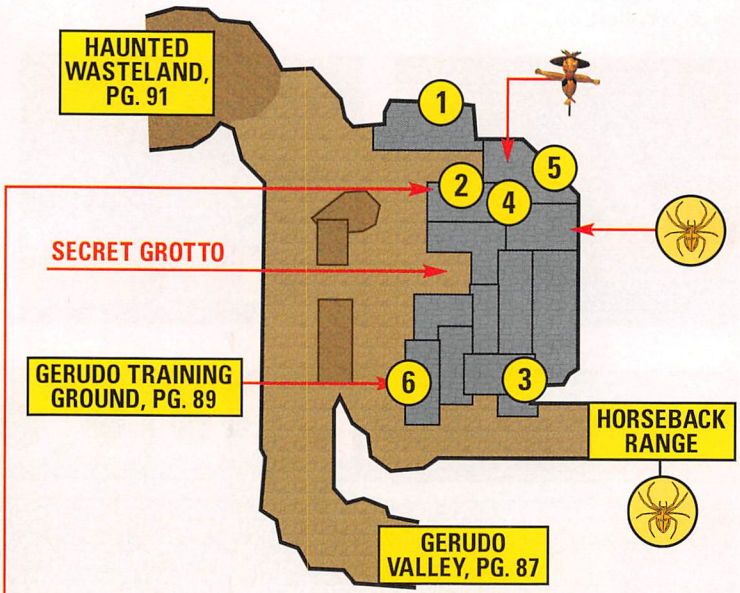
> Be very careful when fighting a Gerudo thief. They are excellent swordswomen; they can take you out with only a couple of hits. (If they defeat you, you'll return to jail.) Stay on the defensive with your shield, dodging when a thief presses the attack. Wait for her to lose track of you, then strike from the side or rear. You can also stun Gerudo Thieves with Deku Nuts.

3 USE THE BOW





After saving the first carpenter, go outside through the nearby door then head back inside through the entrance to your left. Turn at the corner and stun the thief at the far end of the hall, then take an immediate right and go outside again. You'll emerge on a ledge—quickly strike the thief before she sees you, then climb to the next entrance. Inside you will find a second carpenter. Defeat the Gerudo thief and free the hapless captive.



4 IF I WERE A CARPENTER . . .





Climb out of the fortress, then drop down the wall of vines and return to the interior of the fortress through the entrance ahead of you. Follow the path until you find a third carpenter.

5 ONE TO GO





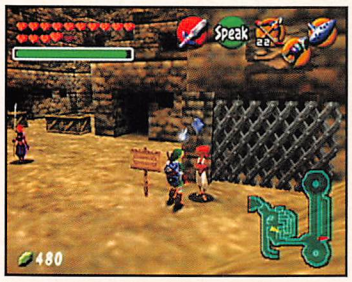
Go out the same way you came in and climb the vines, then take the entrance to your left. You'll enter a room guarded by two thieves. Stun both of them with your Fairy Bow, then use the stairway at the far end of the room to exit the fortress. (Move quickly, or a third thief walking into the room may see you.) Once outside, drop to the lower ledge and reenter the fortress. Stop and wait for a thief to pass by, then stun her and follow the path to the prisoner's cell. Defeat the thief and release the final carpenter. Once all four carpenters are free, the bridge leading to Gerudo Valley will be repaired.

LINK LOVES A CHALLENGE

A Gerudo thief with loose lips will pay you a visit after you've freed the last carpenter. The exalted Nabooru, second in command under Ganondorf, put the talky thief in charge of Gerudo Fortress. She will mention that Nabooru's headquarters are in the Spirit Temple and give you the Gerudo Member's Card—which allows you to roam around the area without fear of jail time. With the Member's Card in hand, you can check out the horseback archery range. While riding Epona, speak to the Gerudo thief stationed there to give the course a try—it will cost 20 Rupees per ride. You have two trips up and down the course to shoot targets and pots. If you can score 1,000 points you'll get a Piece of Heart. If you score 1,500, you'll gain the ability to carry more arrows.



6 TO THE TRAINING GROUND



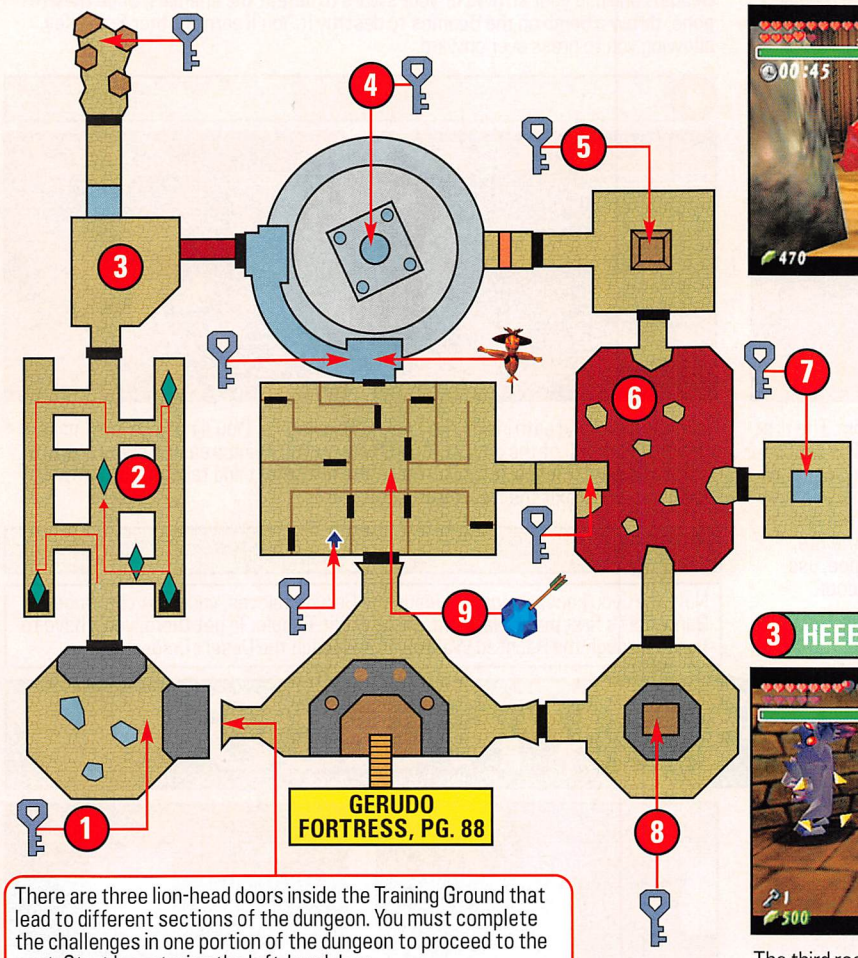
A metal gate blocks the entrance to the Gerudo Training Ground, but a combination of the Gerudo Member's Card and 10 Rupees will let you enter. You must clear the Training Ground before you can access the Spirit Temple.

GERUDO TRAINING GROUND

FAST AND FURIOUS

If you successfully finish the intense schooling inside the Gerudo Training Ground, you will leave with the Ice Arrows in hand. Many of the rooms require you to defeat an assortment of enemies within a set time limit. You'll need a quick mind and even faster reflexes to defeat all of your foes.

1ST FLOOR



There are three lion-head doors inside the Training Ground that lead to different sections of the dungeon. You must complete the challenges in one portion of the dungeon to proceed to the next. Start by entering the left-hand door.

1 STALFOS STALKING



Go through the left-hand door to find the first challenge—you must defeat two Stalfoses within a minute. As if you needed more trouble, you'll sink if you stand in once place for too long. L-target the Stalfos and take them out one at a time. When you're done, you'll earn a Small Key and the freedom to proceed to the next area.

2 I LOVE RUPEES

In the second challenge, you must collect all the Silver Rupees in one minute and 30 seconds. The first three Silver Rupees are easy to find—they are in the upper-left, lower-left and lower-right corners of the chamber (when viewed from above). The fourth Silver Rupee is up a ramp on the right. (You have to leap off the ledge to snatch it.) The fifth Silver Rupee is hidden above the entrance. Use your Longshot on the point above the Rupee to collect it, then exit through the newly opened door.

3 HEEEERE WOLFIE, WOLFIE, WOLFIE!





The third room contains Wolfoses. Stun them with Deku Nuts or your Longshot, then strike with your sword. Once you've defeated them, a chest with a bundle of arrows will appear—but no door will open! Use the Lens of Truth to find a secret passage high up on the wall (directly over the false door). The Longshot will pull you into the passage.

4 STATUESQUE





The passage leads to a room filled with statues. Before you deal with the statues, run straight and enter the far door to get a Small Key, then return to the statue chamber and jump down. Shoot the eyes of all the statues to get a Small Key, then use your Longshot to pull yourself out and continue to the next challenge.

5 SLUGGY





In the room past the statues, your first challenge is to defeat two slugs and some Fire Keese. When you do, you'll receive a bundle of arrows. After that, use your hammer to smash the blocks on the walls and reveal an eye switch and a regular switch. Hit the eye switch to remove the bars on the exit, and the regular switch to turn off the fire that guards the chest.

6 THE COLLECTOR





After the slug battle, you must collect Silver Rupees scattered in a room. The first is easy—stand near the entrance, turn around and use your Longshot. The second Rupee is located on the first pillar. Once you claim it, jump across to the closest pillar and play the Song of Time. Blocks will appear when you play the song. Use the new blocks to reach the Small Key at the top of the steps and the two remaining Silver Rupees. (To get the last one, you must push a switch to turn off the fire, then jump from the top of the blocks.) Once you have the last Silver Rupee, use your Longshot to pull yourself to safety and exit through the unlocked door.

7 UNDER THE SEA





When you reach the water-filled room, play the Song of Time to remove the blocks. Equip the Zora Tunic and the Iron boots, then dive to the bottom. Use the Longshot to grab the grapple points and pull yourself to the Silver Rupees. Once you've collected all the Rupees, a chest containing a Small Key will appear. Head back to the previous room and exit through the other door.

8 ALMOST DONE





In the next challenge, you must defeat two Dinalfos. Stay outside the range of the Beamos and use your arrows or your sword to defeat the enemies. Once they're gone, throw a bomb on the Beamos to destroy it. You'll earn another Small Key, allowing you to press ever onward.

9 HUZZAH!





Take the left-hand path inside the final maze chamber. (You'll need seven Small Keys to unlock all of the doors.) Along the way you'll find treasure chests with a variety of giant Rupees. Once you reach the final chest and take the Ice Arrows, you'll be able to exit the training ground.

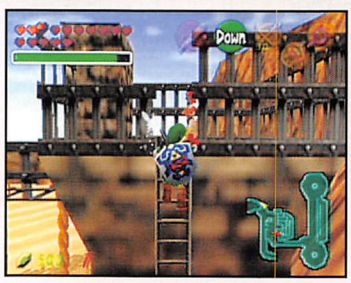
TO THE TEMPLE

Now that you know Ganondorf leads the Gerudo thieves, you must challenge Ganondorf's first mate, Nabooru, at the Spirit Temple. To get there, you'll have to travel through the Haunted Wasteland and reach the Desert Colossus.

GERUDO FORTRESS

PREPARE THE WAY

A giant gate blocks the way to the Haunted Wasteland. Climb the ladder on the right side and talk to the Gerudo thief. She'll tell you about two trials in the Haunted Wasteland that you will need to pass to reach the Spirit Temple. The first is the River of Sand, and the second is the Phantom Guide.



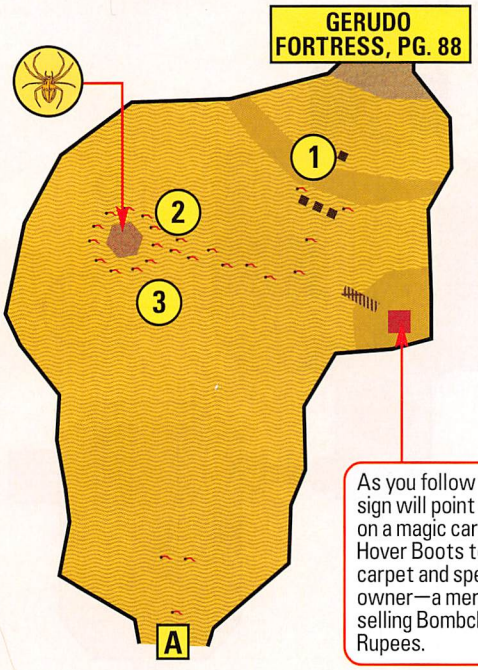


HAUNTED WASTELAND



A vast and daunting sea of sand and wind lies ahead. As you walk toward the first set of flags, you'll discover why you need to stay above the sand—if you stay in it too long, you will sink. Don't veer too far from the flags, or you'll end up hopelessly lost.





As you follow the flags, a sign will point you to a man on a magic carpet. Use your Hover Boots to reach the carpet and speak to its owner—a merchant who is selling Bombchu for 200 Rupees.

1 A RIVER RUNS THROUGH IT



Equip your Hover Boots to keep from sinking, then climb onto the first crate you see. Walk across the River of Sand to the group of three crates, or use the Longshot.

2 HOLE IN THE SAND



Follow the flags until you find a hole, then descend and use Din's Fire or a pair of Fire Arrows to light the torches. A small chest will appear when you do so.

3 GUIDING LIGHT





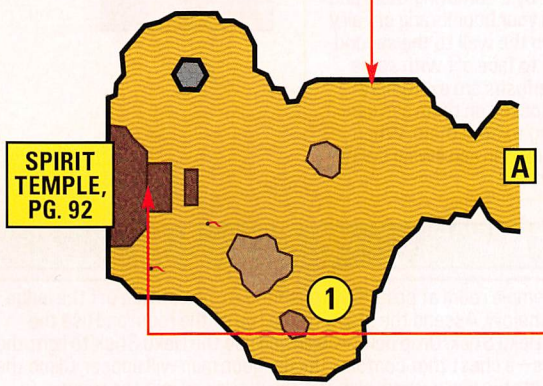
Climb to the top of the structure and read the inscription, then use the Lens of Truth to reveal the Phantom Guide. As you follow the Phantom Guide through the sand, try to avoid the Leevers that pop out of the sand. If you lose your guide, you'll be sent back to the beginning of the wasteland. When you see a pair of flags, you've found the end of the Haunted Wasteland.

DESERT COLOSSUS

PATH TO THE DESERT COLOSSUS

The Desert Colossus sounds like a giant statue, but it's really an area of Hyrule that contains the entrance to the Spirit Temple. Before you enter the temple, however, you have some work to do. Learn a new magic spell and do some time-traveling to open a passageway to the dungeon. You're almost home free—don't give up now!

Two palm trees surround a crack in the wall. Bomb the crack to reveal an entrance to another Great Fairy. She will grant you the power of Nayru's Love—a magic spell that creates a shield around you for a limited time.



1 EVERYONE INTO THE POOL!



There is an empty pool in the middle of the Desert Colossus. Play the Song of Storms to fill the pool with water and create a Fairy Fountain. The fountain will be very helpful since you'll face a never-ending stream of attacks from Leevers outside the Spirit Temple. Any time you need the healing power of the Fairies, play the Song of Storms.

Head into the Spirit Temple and exit quickly. When you step outside, Sheik will be waiting for you. After a brief chat, she'll teach you the Requiem of Spirit—a song that allows you to bypass the Haunted Wasteland and warp straight to the temple. Play the Prelude of Light to return to the Temple of Time, then place the sword in the stone. Once you're young again, play the Requiem of Spirit and enter the Spirit Temple.

SPIRIT TEMPLE (YOUNG LINK)

AND A CHILD SHALL LEAD THE WAY

When you enter the Spirit Temple as adult Link, you'll find a small crawlspace at the entrance that he can't squeeze through. Return to the Spirit Temple when Link is a child to fit through the crawlspace and enter the temple. The inscriptions on the cobra statues hint that you must visit the Spirit Temple as both a child and as an adult to unlock its many mysteries.

1 MEET NABOORU



When you enter the temple, two Armoses will greet you. Strike them with your sword to wake them up, then back away from them. Use your boomerang to stun the Armos, then finish them off with your sword. Talk to Nabooru once you defeat the Armoses. After Nabooru asks you to recover the Silver Gauntlets, crawl through the small hole in the wall behind her to reach the adjacent room.

2 ACTIVATE THE BRIDGE



At point 2, you'll face a Stalfos and a Green Bubble. Defeat both enemies, then use your boomerang to hit the switch behind the pillar. Angle your boomerang toss around the pillar to reach your target. After you hit the switch a bridge will appear. Cross the bridge then walk through the northeastern door.

3 ANNOYING ANUBIS





At point 3, an Anubis awaits you. Use the Hylian Shield to block its fire attack, then destroy the pots that block your path across the narrow platform with the boomerang. Slip past the rotating spike when it moves to one side to reach the upper-left side of the room. Use your Fairy Slingshot to hit the switch, releasing a fire blast to defeat the Anubis. Exit the door by tripping the switch on the right side of room.

4 SILVER RUPEE GRAB

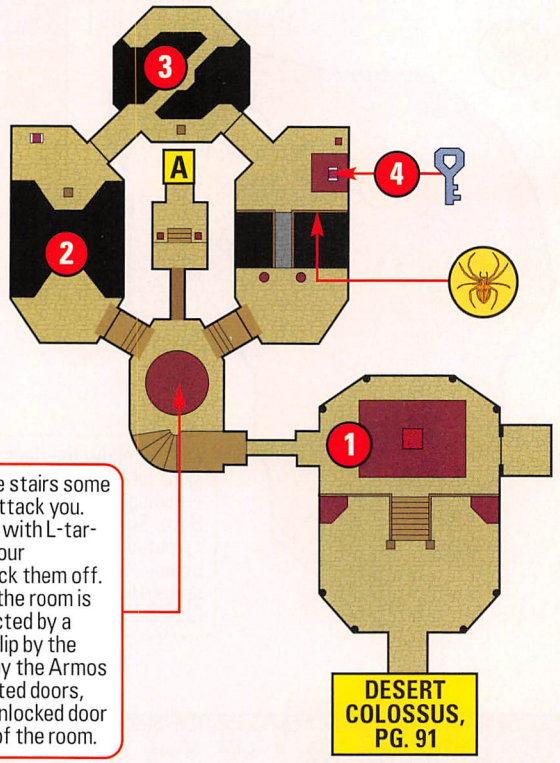
Defeat the Keese at point 4 while dodging the Wallmaster. Collect the five Silver Rupees to open the door and lower the bridge to the other side of the room. Ignite a Deku Stick, then run across the bridge and light the torches to get a Small Key. Return to the spinning blade and crawl through the small opening that leads to the second floor.

5 CAST SUNLIGHT ON THE SHADOWS



At point 5, use your boomerang to hit the switch on the pillar and make a chest appear. Open the chest to collect some Bombchu. To the right of the switch at the top of the room, a large boulder protrudes from a hole in the wall. Stand in front of it and release a Bombchu to create an opening where sunlight can reach the sun symbol on the floor. When sunlight shines on the symbol, the door to the main temple room will unlock.

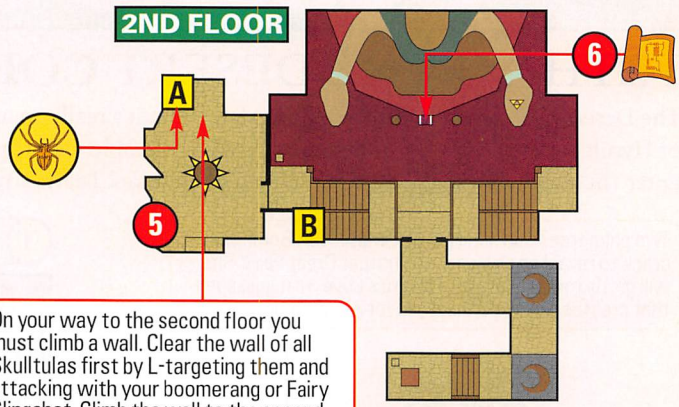
1ST FLOOR



At the top of the stairs some Fire Keese will attack you. Lock on to them with L-targeting and use your boomerang to pick them off. In the center of the room is an Armos protected by a spinning blade. Slip by the blade and destroy the Armos to unlock the gated doors, then enter the unlocked door on the left side of the room.

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2ND FLOOR



On your way to the second floor you must climb a wall. Clear the wall of all Skulltulas first by L-targeting them and attacking with your boomerang or Fairy Slingshot. Climb the wall to the second floor—prepare to face off with some Lizalfoses. Lizalfoses are extremely quick, so stay locked on them and use your boomerang to stun them. When they're dazed, dash in and swing away with your sword.

6 FIND THE MAP

Enter the main temple room at point 6 and push the Armos statue off the ledge onto the switch below. Ascend the stairs to the top of the room and use the torch to ignite a Deku Stick. Drop below again and use the Deku Stick to light the two unlit torches—a chest that contains the dungeon map will appear. Climb the wall next to the statue you pushed, climb up the stairs and exit the room.

7 LET THE SUN SHINE





Use bombs to destroy the Beamos at point 7, then walk behind the small center wall where four blocks are hidden. Move the blocks around until you free the one with the sun symbol on it. Move the sun block into the sunlight to unlock the door.

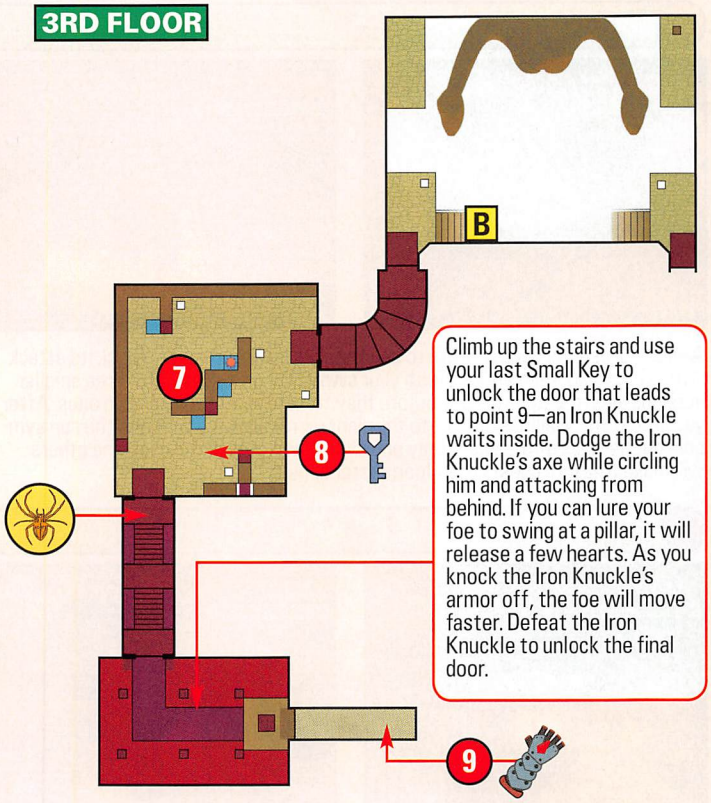
8 FOUR-TORCH SCORCH

Collect the five Silver Rupees at point 8. When the torch ignites, light a Deku Stick on it and set the other three torches on fire. When all the torches in the room are lit at the same time, a chest that contains a Small Key will appear. Collect the Small Key, then exit the room through the locked door. Use your last Small Key to unlock the door that leads to point 9.

9 THE SILVER GAUNTLETS

The final door leads to a ledge outside of the Spirit Temple. When you approach the large treasure chest, Kaepora Gaebora the owl will meet you for a quick chat. He'll give you a tip for your future visit to the Spirit Temple. After the owl flies away, collect the Silver Gauntlets from the large treasure chest.

3RD FLOOR



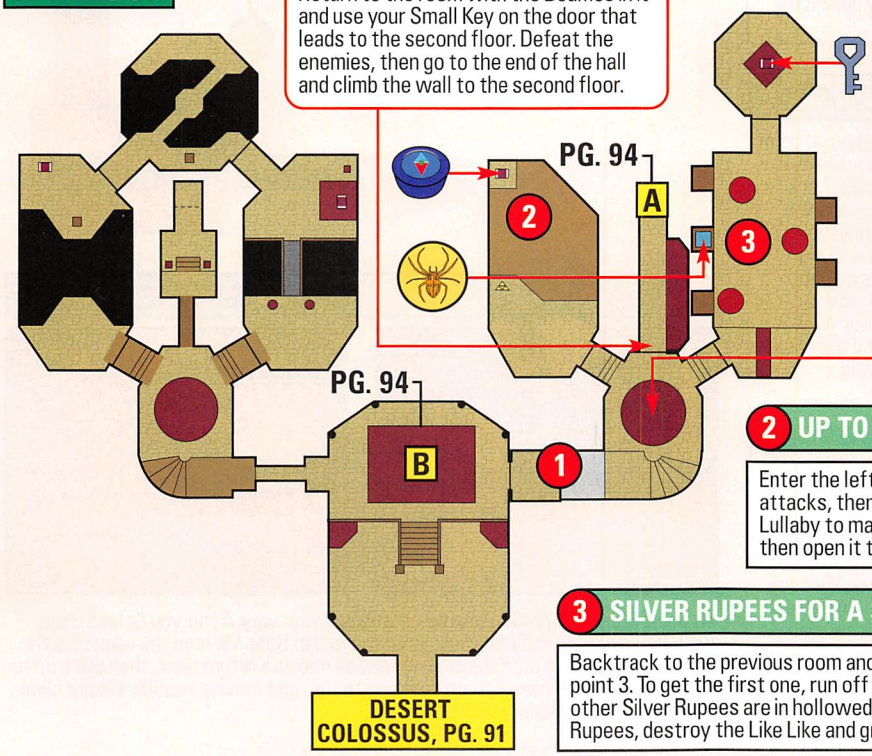
Climb up the stairs and use your last Small Key to unlock the door that leads to point 9—an Iron Knuckle waits inside. Dodge the Iron Knuckle's axe while circling him and attacking from behind. If you can lure your foe to swing at a pillar, it will release a few hearts. As you knock the Iron Knuckle's armor off, the foe will move faster. Defeat the Iron Knuckle to unlock the final door.

SPIRIT TEMPLE (ADULT LINK)

NABOORU'S PLIGHT

As soon as you lift the Silver Gauntlets from the treasure chest, you'll hear a shrill cry for help from below. Nabooru is being sucked into the ground by an evil vortex—it appears to be some kind of black magic cast by the two cackling witches that are circling her. After Nabooru disappears into the sand, the two witches will return to the Spirit Temple. Play the Prelude of Light to warp to the Temple of Time and leap seven years into the future. Play the Requiem of Spirit to return to the Desert Colossus, and enter the Spirit Temple again as an adult.

1ST FLOOR



Return to the room with the Beamos in it and use your Small Key on the door that leads to the second floor. Defeat the enemies, then go to the end of the hall and climb the wall to the second floor.

1 PUSH WITH ALL YOUR MIGHT



As an adult, you can enter the right side of the temple. With the power of the Silver Gauntlets, you can grab and move the giant stone block that obstructs the right passage. Push in the massive block until it drops into a hole in the ground.

At the top of the stairs, use bombs to destroy the Beamos—watch out for the spinning spike! Activate the switch on the ceiling with an arrow or the Longshot to unlock the doors on the left and right sides of the room.

2 UP TO THE COMPASS

Enter the left door to find a Wolfos on the other side. Use your shield to block its attacks, then make a quick strike. Stand on the Triforce symbol and play Zelda's Lullaby to make a chest appear. Use the Longshot to pull yourself to the chest, then open it to get the compass.

3 SILVER RUPEES FOR A SMALL KEY

Backtrack to the previous room and enter the door on the right side. Collect the five Silver Rupees at point 3. To get the first one, run off the ledge over the first boulder while wearing the Hover Boots. The other Silver Rupees are in hollowed-out areas in the walls. When you've collected all of the Silver Rupees, destroy the Like Like and grab the Small Key out of the chest.

4 SHINE TRUE





At point 5, use the Lens of Truth to see the invisible Floormaster. Block its attack with your shield, then strike it with your sword. When it splits into three smaller versions, destroy them quickly before they transform into fully grown ones. After you defeat the Wallmaster, rotate the giant mirror until the light hits the sun symbols on the sides of the walls. Only one symbol will unlock the door; the others will make treasure chests or a Floormaster appear.

5 IN THE STATUE'S HANDS





When you pass through the door at point 4, you'll appear back in the temple's main room. Climb up the stairs and strap on the Hover Boots. Hover over to the hand of the giant statue, where you'll find a Triforce symbol. Play Zelda's Lullaby to make two chests appear. The first chest is in the statue's other hand. Use your Longshot on the chest to pull yourself over to it and grab the Small Key inside. The other chest is on the ledge next to the hand with the Triforce symbol on it. Climb the stairs and use your Longshot on the chest to reach it. Behind the chest is a rusty switch—hit it with your Megaton Hammer to unlock the door below.

6 HELPFUL ARMOS?

At point 6 you'll see a switch surrounded by four Armos. Hit one of the Armos to make it move. Lure the hopping Armos to land on the switch so that you can make it through the barred door. Use the Lens of Truth in the hallway behind the door to find two hidden treasure chests that contain hearts.

7 DUEL FOR THE MIRROR SHIELD

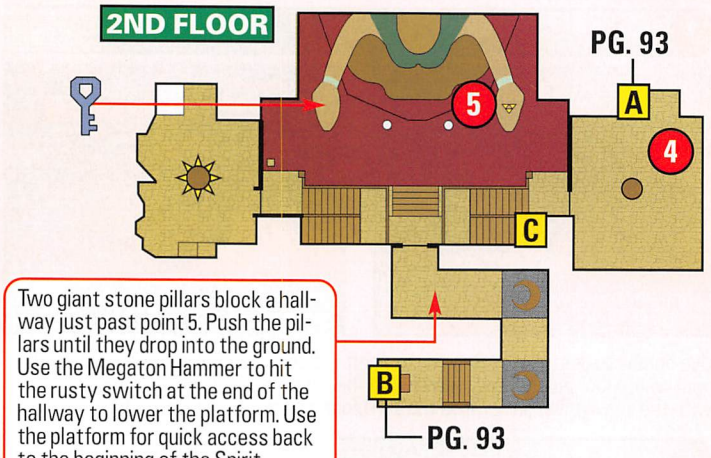


An Iron Knuckle guards the room at point 7. Strike the Iron Knuckle to make it come to life, then dodge its axe. Lock on to your foe with L-targeting—when it swings, get behind it and strike its back. If you can maneuver it into knocking down a pillar when it swings its axe, some hearts will appear. After you defeat the Iron Knuckle, a door will unlock. Enter the door to find the chest that contains the Mirror Shield.

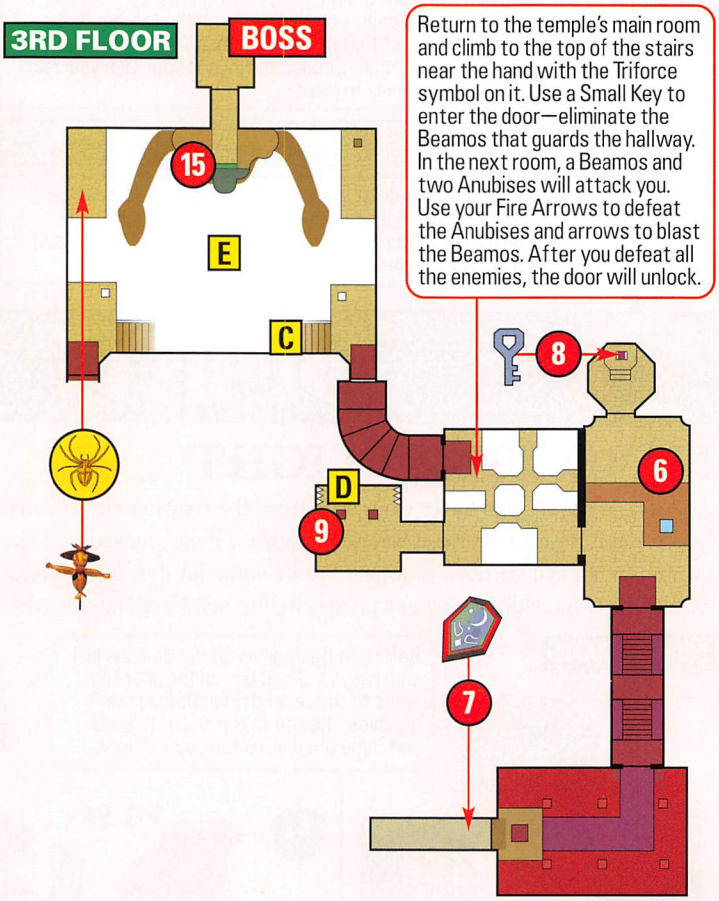
8 REFLECT THE LIGHT



Equip the Mirror Shield and return to the room with the four Armoses that guard the switch (at point 6). Use your Mirror Shield to reflect the sunlight onto the sun symbol on the wall. When the door unlocks, walk inside to get a Small Key. Return to the room with narrow walkways and use your Small Key to enter the locked door.



Two giant stone pillars block a hallway just past point 5. Push the pillars until they drop into the ground. Use the Megaton Hammer to hit the rusty switch at the end of the hallway to lower the platform. Use the platform for quick access back to the beginning of the Spirit Temple.



Return to the temple's main room and climb to the top of the stairs near the hand with the Triforce symbol on it. Use a Small Key to enter the door—eliminate the Beamos that guards the hallway. In the next room, a Beamos and two Anubises will attack you. Use your Fire Arrows to defeat the Anubises and arrows to blast the Beamos. After you defeat all the enemies, the door will unlock.

9 THE WALLS ARE MOVING!





At point 9, defeat the two Beamos that block your way. After you defeat them, walk forward to a wall that reaches to the fourth floor. Wait on the edge of a stationary wall section until the moving section makes a return pass, then climb up to it. Wait as the wall moves, then continue to the next moving section. Finally, climb to the second stationary wall section.

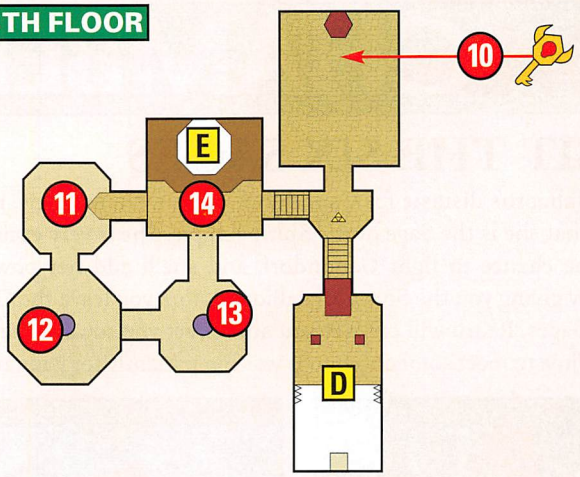
10 PATH TO THE BOSS KEY





At point 10, look for a Triforce symbol on the floor in front of a door. Stand on the symbol and play Zelda's Lullaby. Enter the adjacent room and destroy the slugs. Use an arrow to shoot the fake door on the wall to the left of the burning chest, then shoot another arrow at the eye switch behind it. Use your Longshot to latch onto the ceiling above the second block, then hit the switch to extinguish the flames. Quickly jump down and open the large treasure chest to get the Boss Key.

4TH FLOOR



11 BEHIND BARS

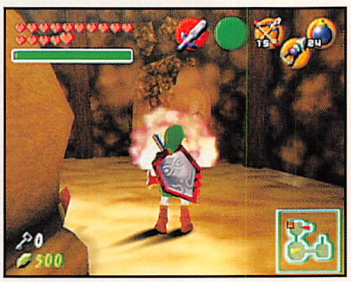




Return to the spot where you played Zelda's Lullaby and enter the door at the top of the stairs. Hit the switch behind the gates with your sword to open the shutter door to the right, then defeat the Lizalfos in the adjacent room.

12 SUSPICIOUS-LOOKING WALL





At point 12, a few White Bubbles stand in your way. Defeat the floating enemies, then take a close look at the walls in the room. Detonate a bomb near the strange-looking wall to blow open a passageway to point 13.

13 MIRROR REFLECTIONS



In the room where you fought the White Bubbles, rotate the cobra mirror to face the sunlight from the passageway you created by bombing the wall. Enter the room at point 13 and rotate the second cobra mirror there toward the gates that face the giant mirror at point 14.

14 LOWER THE PLATFORM



Return to the first room with the large mirror. Stand beneath the mirror and use your Mirror Shield to reflect the light from it onto the sun symbol on the wall. When the sunlight hits the sun symbol, the platform you're standing on will go back down to the third floor.

15 BEHIND THE MASK

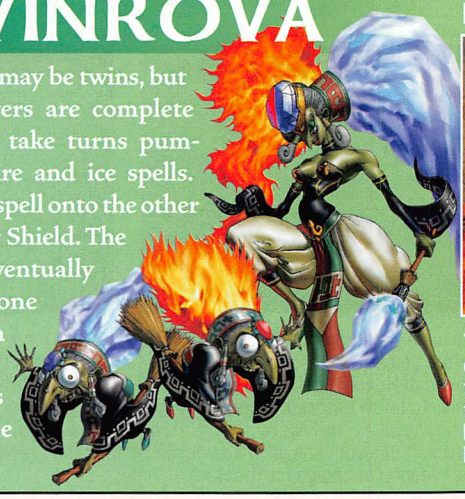


At point 15, use your Mirror Shield to direct the sunlight that shines down from the ceiling onto the face of the statue. Hold your shield steady until the face breaks apart. The face will reveal an opening that leads to the door of Twinrova's lair. Use your Longshot on the gate to cross the gap, then enter the boss door.

BOSS

TWINROVA

Koume and Kotake may be twins, but their magical powers are complete opposites—they'll take turns pummeling you with fire and ice spells. Reflect each sister's spell onto the other by using the Mirror Shield. The two sisters will eventually combine into one entity that uses both fire and ice spells. When they do, focus on combating one spell type at a time.



REFLECT OPPOSITE MAGIC



The witch sisters are weak to each other's magic. When one of the beasts throws a spell your way, reflect it toward the other sister with your Mirror Shield. Move around and use the R Button to help aim the reflection.

COLLECT ONE SPELL TYPE



When the sisters turn into Twinrova, your strategy changes. Concentrate on collecting three of the same spell type in your Mirror Shield—dodge the other type. When you collect three like spells, you'll fire a blast at Twinrova.

CHAMBER OF SAGES

VISIT THE SIX SAGES

With Nabooru's distaste for Ganondorf and his evil minions, it's no shock that she is the Sage of the Spirit Temple. She is very excited to have the chance to fight Ganondorf, and she'll add her power to yours by giving you the Spirit Medallion. Before you leave the Chamber of Sages, Rauru will contact you and direct you toward the Temple of Time to meet someone who is waiting patiently for your arrival.







LEGEND OF THE TRIFORCE

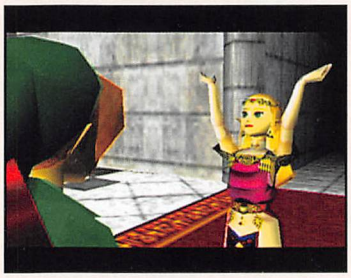
From the Desert Colossus, play the Prelude of Light to warp to the Temple of Time. Sheik will be waiting to reveal one more legend of the Triforce before your final battle with Ganondorf, the King of Evil. Sheik explains that the Triforce consists of a balance between the forces of power, wisdom and courage. If the heart of the one who holds the sacred Triforce has all three forces in balance, that one will gain the True Force to govern all. When the power-hungry Ganondorf stole the Triforce, it split into three pieces and only the Triforce of Power remained with him.





The other two pieces of the Triforce are held by those chosen by destiny—the backs of their hands bear the mark of the Triforce piece they hold. Link holds the Triforce of Courage. The Triforce of Wisdom is held by the seventh sage, the destined ruler of Hyrule. You will see that Sheik's hand holds the mark of the Triforce of Wisdom, and that Sheik is actually Princess Zelda in disguise. She hoped that entrusting the Ocarina of Time to you seven years ago would stop Ganondorf, but instead it sealed you in the Sacred Realm and allowed Ganondorf to become the King of Evil. She has hidden, disguised as a Sheikah, awaiting your return.

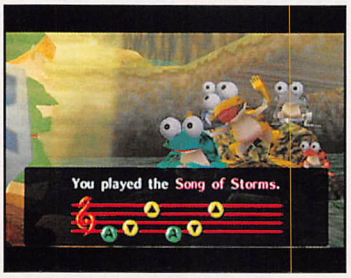
PRINCESS ZELDA'S GIFT OF LIGHT





Before you leave the Temple of Time to enter Ganon's Castle, Princess Zelda will give you the holy Light Arrows, the only weapons that can penetrate Ganondorf's evil defenses. As you receive the Light Arrows, Ganondorf will capture Princess Zelda. Once Ganondorf has the princess in his clutches, he'll need only to lead you into his castle to obtain the final Triforce piece.

BEFORE YOU GO





You have one last opportunity to find anything you haven't had a chance to collect before you enter Ganon's Castle. You are fully equipped to track down all of the Pieces of Heart and Gold Skulltulas hidden throughout Hyrule and its dungeons. You can also finish the trading sequence to obtain the Biggoron's Sword—a blade twice as powerful as the Master Sword. It requires two hands to handle, however, so you can't use your shield while wielding it. It doesn't replace the Master Sword as the weapon of choice for the Hero of Time.

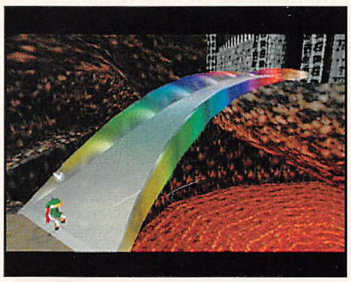
GANON'S CASTLE



The six sages have been saved, and your quest is drawing to a close. You have but one final encounter, and it will be your most challenging. Ganondorf, the King of Evil, awaits you in his castle's looming tower. You're the only hope for Princess Zelda and the future.



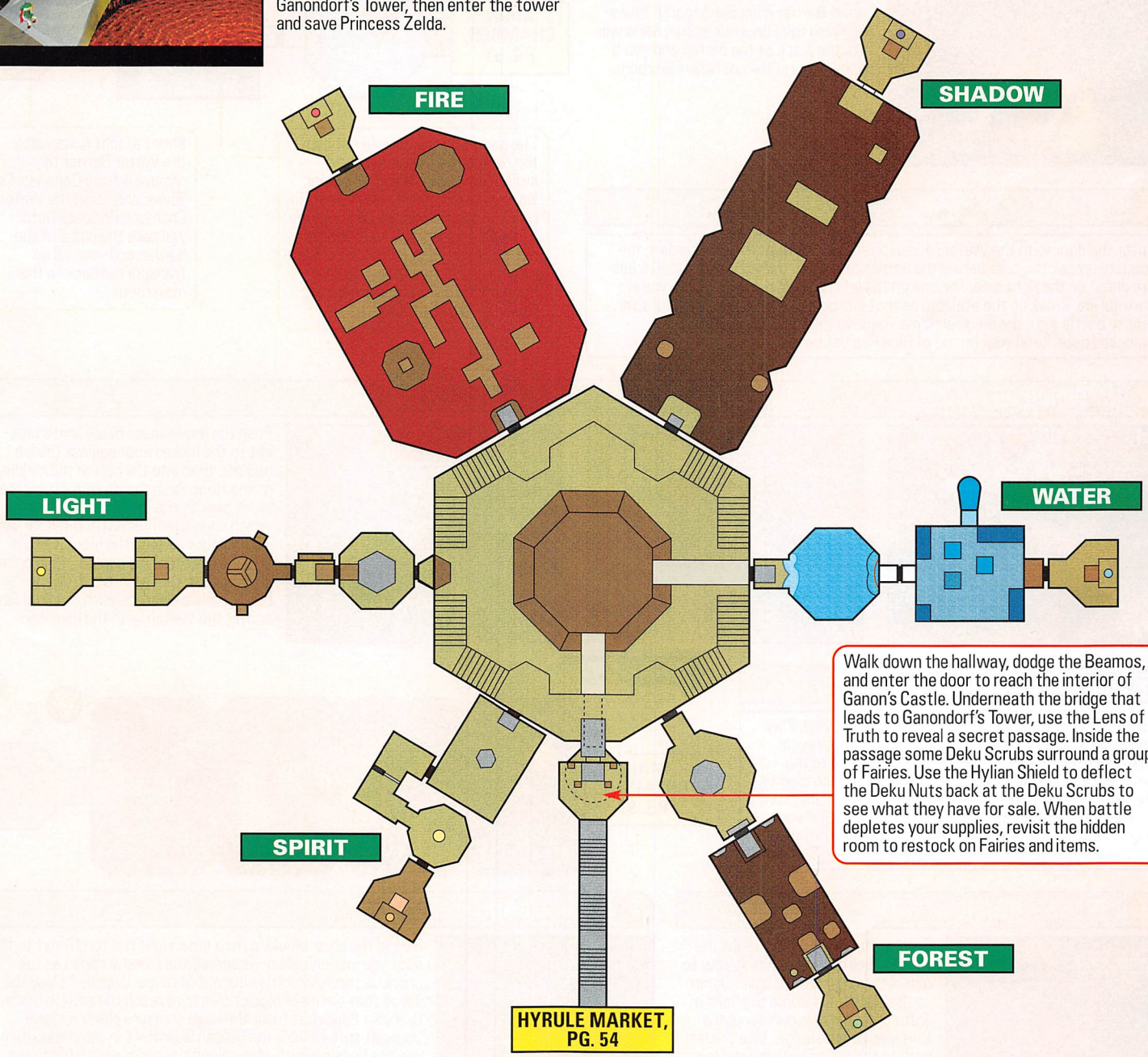
THE FINAL STANDOFF



Leave the Temple of Time and set out for Ganon's Castle. Stand on the edge of the giant lava moat beneath Ganon's Castle. Rauru will contact you. Through the power of the six sages, a luminescent bridge will appear, making it possible to enter Ganon's Castle. Inside the castle, bring down the six barriers that protect Ganondorf's Tower, then enter the tower and save Princess Zelda.

SIX ELEMENTAL SEALS

Ganondorf's Tower rises from the center of Ganon's Castle and is protected by six barriers that extend from the castle's six surrounding chambers. Each chamber represents a different medallion from the six sages. Destroy the barrier in each chamber to gain access to Ganondorf's Tower.

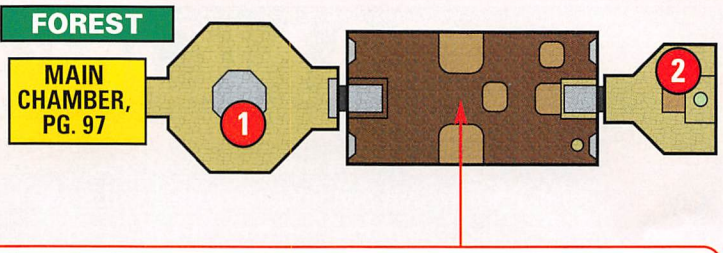


Walk down the hallway, dodge the Beamos, and enter the door to reach the interior of Ganon's Castle. Underneath the bridge that leads to Ganondorf's Tower, use the Lens of Truth to reveal a secret passage. Inside the passage some Deku Scrubs surround a group of Fairies. Use the Hylian Shield to deflect the Deku Nuts back at the Deku Scrubs to see what they have for sale. When battle depletes your supplies, revisit the hidden room to restock on Fairies and items.

1 FIVE FLAMES

Walk directly to the right of the castle entrance and enter the door with the Forest Medallion above it. Go counterclockwise around Ganon's Castle to finish each chamber that branches off the central tower. Inside the Forest Chamber, eliminate the Wolfos to reveal a small treasure chest. Light the four torches using Din's Fire, then aim a Fire Arrow at the unlit torch above the door to unlock it. You must light the fifth torch before the other four burn out.

FOREST



You must collect all of the Silver Rupees to unlock the door to point 2. To your immediate left, play the Song of Time to reveal a Time Block underneath the floating Silver Rupee. Wait for the nearby fan to stop blowing, then collect the Silver Rupee. Equip the Hover Boots and let a blast of air from the fan push you to the nearby ledge. Take off your Hover Boots and defeat the Beamos. After you do, jump to the other platforms to collect two more Silver Rupees.

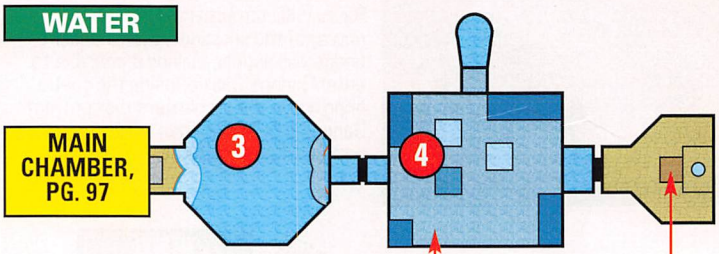
Hop to the platform below with the switch on it, then equip your Iron Boots. The switch will raise a Hookshot point underneath the Silver Rupee that floats in the air nearby. Use the Longshot to reach the Hookshot point, then unequip the Iron Boots and climb up to collect another Silver Rupee. Jump to the ledge with the locked door. Watch the fan and wait for it to stop, then quickly jump to the small pillar and back again to collect the last Silver Rupee and unlock the door.

2 THE FOREST BARRIER



When you enter point 2, you'll see the source of the Forest Barrier. Shoot a Light Arrow at the source to remove the Forest Barrier from Ganondorf's Tower and finish the Forest Chamber. Saria will take the place of the barrier and you'll appear back in the castle's main room.

WATER



The goal in this room is to remove the red ice that blocks a rusty switch which will unlock the door. You have a two-minute time limit. To reach the red ice you must position a movable ice block underneath the red ice. If you push one of the blocks into the wrong position, use the bottomless pits in the corners of room to reset the block.

Shoot a Light Arrow into the Water Barrier to remove it from Ganondorf's Tower and finish the Water Chamber. Princess Ruto will take the place of the barrier, and you will be transported back to the main room.

3 COLD FIRE

Enter the door with the Water Medallion above it. Defeat the Freezards in the room to unlock the door behind the barrier of red ice, then open the small treasure chest on the right side. The one on the left is a trap—it will encase you in harmful ice. Break up the stalactites that surround the Blue Fire, then fill up an empty bottle with the magical flame. Remove the red ice in front of the unlocked door. Refill your bottle of Blue Fire before leaving.

4 ICE BLOCK PUZZLE

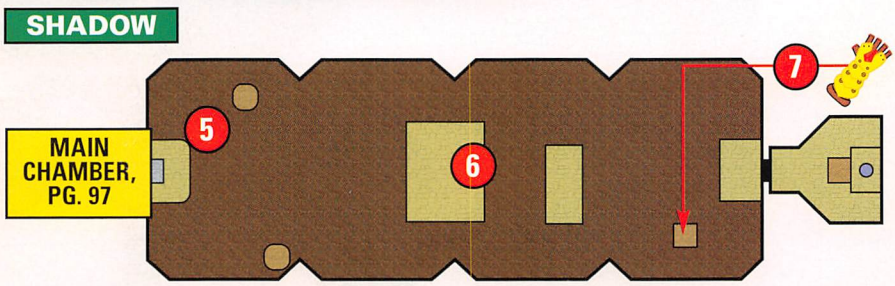


Push the movable ice block that's closest to the locked door against the ice boulder, then into the hole in the middle of the floor. Push the other movable ice block over to the previous ice block, which should be flush with the floor. An ice boulder will stop the block. Push it against the other ice boulder, then once again across the room. Climb up the block, melt the red ice with the Blue Fire and hit the switch with the hammer.

5 FIRE FLOORS

Enter the door with the Shadow Medallion above it. Play the Song of Time on the left side of the ledge to reveal some Time Blocks. From the Time Blocks, jump to the nearby ledge and collect the treasure in the small chest. Return to the entrance at point 5 and shoot the unlit torch to your right with a Fire Arrow to make a path of clear blocks appear. Run across the blocks to reach the ledge before your bridge disappears—dodge the Green Bubble.

SHADOW



6 REVEAL THE HIDDEN PATH



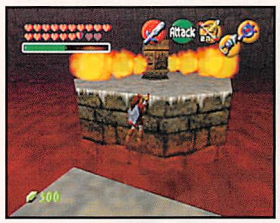
Defeat the Like Like, then light the torch at point 5 with a Fire Arrow to reveal the clear blocks again. Jump to the platform and use the Lens of Truth to reveal two narrow paths that lead off the ledge. Take the left path to the switch. Hit the switch to unlock the next door, then follow the path back to the ledge.

7 GOLDEN GAUNTLETS



Reveal the clear blocks a third time. Light the torch next to the door you just unlocked—it serves the same purpose as the previous torch, which is now out of range. Quickly follow the steps that the clear blocks create to reach the switch below. Use your Longshot to hit the large treasure chest and pull yourself to it. Collect the Golden Gauntlets in the chest, then use the Lens of Truth. Walk along the narrow path (jump over the gap in the middle) and enter the last room of the Shadow Chamber to destroy the barrier.

8 A SINKING FEELING



Pull on your Goron Tunic and enter the Fire Chamber. Most of the platforms in the chamber will sink when you step on them—they return to their original position after you've jumped off. Jump onto the platform in the middle of the room, then leap to the platform on the right. Collect the Silver Rupee and return to the middle platform. Time a jump between the rotating blasts of fire onto the ledge on the opposite side of the room.

9 SUPER LINK!

Collect another Silver Rupee and return to the middle platform. Go to the ledge with the giant movable block. Pick up the block and throw it across the room to reveal another Silver Rupee—collect it and return to the sinking platform. Follow the path to the ledge with the slug on it. Defeat the slug, then collect the Silver Rupee. The giant block you removed from the other side of the room created an extra surface, allowing you to reach the final Silver Rupee on a remote ledge. Return to the middle platform and target the Hookshot point next to the unlocked door. Pull yourself over before the middle platform sinks into the lava, then enter the final room to destroy the fire barrier.

10 I SPY WITH MY LITTLE EYE

Use the Lens of Truth to spy the invisible Skulltula and Keese at point 10. Defeat the foes to make a small treasure chest appear in the middle of the room—open it to find a Small Key. Half of the chests at point 10 are traps that will encase you in ice—if your health is low, don't risk it for a little extra loot.

11 RUPEE DASH



You must collect five Silver Rupees in one minute or less to unlock the door to the Light Chamber's final room. Use your Longshot to collect the first Silver Rupee in the center of the room. The rest of the Silver Rupees are around the middle structure and in the alcoves along the walls. Dodge the rolling boulders and collect all of the Silver Rupees to unlock the door and enter the final room before time runs out.

12 REACH FOR THE SILVER



You must collect all of the Silver Rupees at point 12 to unlock the door to point 13. Pull the Armos statues toward the middle of the room to give the moving spikes more breathing room—and to ease your Rupee-collecting efforts. Defeat the Beamos and use the Longshot to collect the two Silver Rupees in the center of the room. If you play the Sun's Song in the middle of the room, a Fairy will appear.

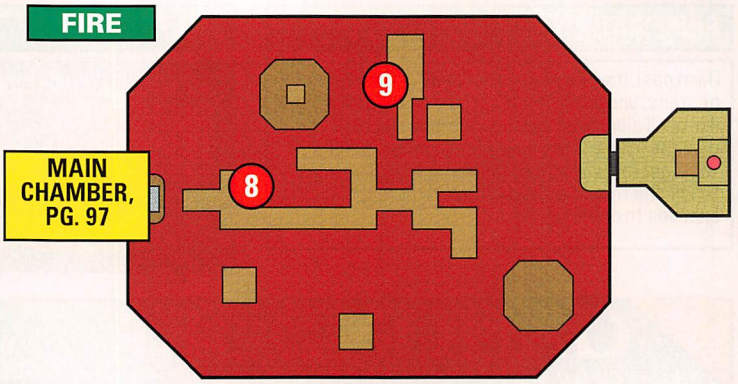
13 TRICKY SWITCHES



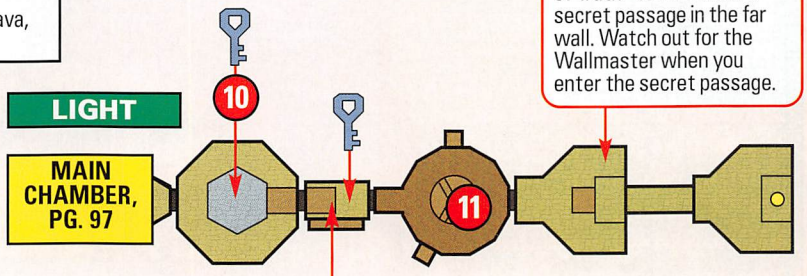


At point 13, defeat the slugs then use a spin attack to activate the crystal switch on the other side of the bars. When you hit the switch, a small treasure chest will appear. Send a Bombchu through the hole in the top of the bars to activate the second crystal switch, which will unlock the door. It may take a few tries to get the aim right.

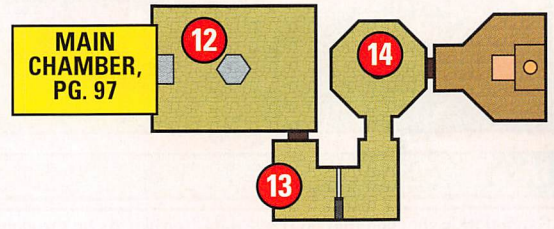
FIRE



LIGHT



SPIRIT



14 THE ONLY SUN





At point 14, use a Fire Arrow to burn away the cobwebs and allow sunlight to filter through the window in the ceiling. Use the Mirror Shield to reflect the sunlight onto the sun symbols on the walls. One of the symbols will unlock the door to the Spirit Chamber's final room—the others will summon Wallmasters.

ON TO THE TOWER

After you've destroyed all six barriers that protected Ganondorf's Tower, it's time to make your final ascent to the top of the tower where Ganondorf and Princess Zelda await. Before you enter the tower, visit the Fairy Fountain below the bridge in the center of the castle to bottle some Fairies. Also, purchase some Green Potions from the Deku Scrubs to keep your magic meter full.

SPIRE GAUNTLET

Dash past the Fire Keese that swarm the first set of stairs, and enter the first room of the tower. The door will slam shut and lock you in with two Dinalfos—defeat the enemies to unlock the door. You'll get locked in three rooms on the way to the top of the tower, and you'll have to defeat all of the enemies to continue.

TOWER BOSS KEY



In the tower's second room you'll battle two Stalfoses. After you defeat the skeleton warriors, claim the Boss Key from the treasure chest in the room.

PUMMEL THE IRON KNUCKLES



Two Iron Knuckles wait silently in the tower's third room. Focus on fighting one Iron Knuckle at a time. Defeat both foes to unlock the door.

BOSS

GANONDORF

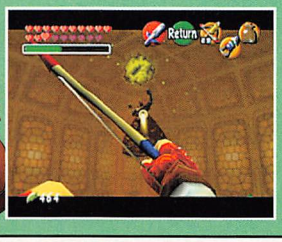
When you reach the tower's top, you'll see a tall central structure and groups of breakable pots scattered around—ignore the room for now and find the door that leads to the final set of stairs. Ganondorf will be waiting in his chamber at the top of the stairs. Although his back will be turned to you as he plays the organ, he will be very aware of your arrival. Before the battle begins, Navi will warn that she can't help you as much as she'd like. As Ganondorf rises into the air, the battle between good and evil begins. Each time Ganondorf slams the ground, more of the floor will fall, leaving only the corners to stand on. If you fall to the floor, climb the middle structure and quickly target a corner with your Longshot.







Your battle with Ganondorf is similar to your encounter with Phantom Ganon in the Forest Temple. When Ganondorf fires balls of dark magic in your direction, use the Master Sword to deflect them back at him—keep at it until you score a hit with one of the deflections. You'll have a split second to aim and shoot a Light Arrow at him after you hit him with his own magic. When he falls to the ground stunned, Navi will briefly be able to help you. Target Ganondorf with the Longshot and pull yourself next to him. Strike with your Master Sword, then quickly target the stained glass in one of the corners of the room. You'll be able to latch onto the stained glass and pull yourself to safety before Ganondorf slams the ground.



When you start to run low on supplies, such as arrows, check the breakable pots below Ganondorf's chamber. As he gets weaker, Ganondorf will start to build up multiple shots. While he's charging, you'll have an opportunity to stun him with a Light Arrow. Repeat the process until victory is yours.

FALL OF THE TOWER

Ganondorf is shocked that you have defeated him. As he struggles with his last breaths, the tower begins to shake. By the time Ganondorf falls to the ground, the entire top portion of the tower is gone and Princess Zelda has been released—but Ganondorf's Tower has one last surprise for you. Ganondorf's last breath has weakened the structure, and the structure is beginning to collapse from under you.

ESCAPE FROM GANONDORF'S TOWER



Follow Princess Zelda down the shaking path—be careful not to fall off the edge. Stay close to her as you both reach the locked doors—she'll use her magic to open them. You'll have three minutes to reach the bottom of Ganondorf's Tower before it fully collapses.



In one of the rooms on the way down, Princess Zelda will become trapped in a ring of fire, and two Stalfoses will attack. Defeat them as quickly as possible to release Princess Zelda so you can continue down the tower. Just before the last hallway you will have to eliminate a ReDead.

GANON

From the crumbled remains of Ganon's Castle, Ganondorf will rise for one more battle—this time as the demonic beast Ganon.





Use backflips to dodge Ganon's swings, then L-target his head and shoot him with a Light Arrow. While he's temporarily stunned, run behind him and smash the tip of his tail with the Megaton Hammer. Repeat the process until you have a chance to grab the Master Sword, then use the same technique with the Master Sword replacing the Megaton Hammer. Eventually Zelda will use her magic powers to paralyze Ganon while you deliver the final blow.

A HASTY GOODBYE

Princess Zelda will thank you for saving Hyrule from the evil Ganondorf. The Master Sword must be returned to the Temple of Time, and the Door of Time must be sealed. She takes the Ocarina of Time and uses it to return you to your original time.

HIDDEN IN HYRULE



You must accomplish certain goals to complete your adventure, but there are also many extra tasks to do and secrets to find in Hyrule. If you take the time to explore all of Hyrule's mysteries, they will greatly aid your quest to eliminate Ganondorf's evil presence.



CONTAIN MY HEART

Pieces of Heart have the power to increase your total life energy. For every four pieces you gather, you'll gain a new Heart Container. There are 36 Pieces of Heart throughout Hyrule. If you are near a Piece of Heart, the Stone of Agony will tremble, making the treasure's presence known to you. You'll also gain a full Heart Container each time you defeat a temple boss.

HYRULE FIELD: 2

Near the path that leads to Lake Hylia lies a small patch of grass that is fenced in on all sides. As either young or adult Link, toss a bomb into the center of the area. The explosion will uncover a secret grotto that hides a Piece of Heart.

Bomb the lone tree north of Lon Lon Ranch and near Hyrule Castle to expose a secret grotto, which holds a Piece of Heart.

HYRULE CASTLE: 3

You'll receive a Piece of Heart for completing the Treasure Box game. Use the Lens of Truth to make the game easier to win.

Play the Bombchu Bowling game in the market to win a random prize. Eventually, the prize will be a Piece of Heart.

Look for the woman in the back alley who needs help finding her lost dog. Wait for night to fall, then find the pup near the bazaar—lead it back to her.

LON LON RANCH: 1

As young Link, enter the storage shed at the far end of Lon Lon Ranch. Move the crates that block a small opening—crawl through to find a Piece of Heart.

KAKARIKO VILLAGE: 8

As young Link, Kaepora Gaebora will give you a ride from Death Mountain to a rooftop in Kakariko Village. Drop from the roof to the awning and enter the house to find a Piece of Heart. As adult Link, you can reach the same Piece of Heart using the Hookshot.

There's a strange man who hangs out on one of the rooftops of Kakariko Village. Use the Longshot to reach him; he'll give you a Piece of Heart.

At night, play the digging game with Dampé in Kakariko Graveyard to earn a Piece of Heart.

After you earn the Hookshot from Dampé, use the Song of Time to exit the area. You'll find yourself inside the windmill. Look for a Piece of Heart past the churning gears.

Return to Dampé's grave as adult Link and complete his race in less than a minute to receive another Piece of Heart.

Return to the House of Skulltula after you destroy 50 Gold Skulltulas to receive a Piece of Heart as your reward.

Plant a Magic Bean in Kakariko Graveyard as young Link, then return as adult Link to reach a chest that contains a Piece of Heart.

There's an odd-looking gravestone in the graveyard. Pull the stone out to reveal a secret chamber, then play the Sun's Song to get a Piece of Heart.

LOST WOODS: 2

Enter the Lost Woods and make your way to the Skull Kid in the sunlit grove. Play Saria's Song for the mysterious imp. He'll reward you with a Piece of Heart.

As you venture deeper into the Lost Woods, you'll find not one, but two more Skull Kids. Follow their tune on the ocarina to earn a Piece of Heart.

DEATH MOUNTAIN: 4

As young Link, plant a Magic Bean at the mouth of Dodongo's Cavern. Return as adult Link to climb the stalk and find the Piece of Heart.

Plant a Magic Bean in the soft soil at Death Mountain Crater as young Link. Return as adult Link to take a free ride to the Piece of Heart.

A Piece of Heart is hidden in the walls of Death Mountain Crater. As young Link, run to the edge of the crater and climb down the wall. As adult Link, don the Goron Tunic to make your way to the prize.

As young Link, light all of the torches on the lower level of Goron City. When the large urn starts spinning, sprint to the upper level and toss a bomb into it. The urn will spit out a random prize, which will eventually be a Piece of Heart.

ZORA'S RIVER: 4

There's a Piece of Heart at the top of a rock tower in Zora's River. Use a Cucco to reach the path that leads to the top of the broad plateau, then use another Cucco to reach the Piece of Heart.

As you follow Zora's River to the entrance of Zora's Domain, you'll spot another Piece of Heart on the canyon wall. Go back downstream to grab a Cucco, then use it to leap to the Piece of Heart.

There's a strange group of colorful frogs in Zora's River. As young Link, play the Song of Storms for them to earn a Piece of Heart.

As young Link, play each ocarina song you know for the frogs. They'll eventually challenge you to a bug-eating game. Keep track and play the correct notes to earn another Piece of Heart.

ZORA'S DOMAIN: 4

There's a half-hidden chamber behind the waterfall in Zora's Domain. Light a Deku Stick and enter the alcove. Light all of the torches to make a treasure chest that contains a Piece of Heart appear.

When Zora's Fountain becomes frozen, you'll find a Piece of Heart floating on an icy raft.

You'll find another Piece of Heart in the Ice Cavern, frozen in red ice. Use Blue Fire to melt the ice and snatch the prize.

Use the Iron Boots and the Zora Tunic to explore the bottom of the lake in Zora's Fountain. You'll find a Piece of Heart resting at the bottom.

LAKE HYLIA: 3

As young Link, go to the fishing pond near Lake Hylia. Hook a 10-pound fish for a Piece of Heart.

As young Link, plant a Magic Bean near the laboratory on the shores of Lake Hylia. Return as adult Link to take a ride to a Piece of Heart.

Once you have the Golden Scale or the Iron Boots, dive into the well in the laboratory next to Lake Hylia to find a Piece of Heart.

GERUDO VALLEY: 2

Stand near the large waterfall in Gerudo Valley. With a Cucco in hand, float into the waterfall to discover a small room about halfway down.

Near the same waterfall is a narrow canyon. There is a half-hidden platform on the canyon wall which you can reach with a Cucco-aided jump. Leap to the ledge to find a Piece of Heart.

GERUDO FORTRESS: 2

There is a treasure chest that holds a Piece of Heart on the roof of the Gerudo Fortress. As adult Link, make your way through the fortress until you spot the chest. Use the Longshot to reach it.

Score over 1,000 points in the horseback archery game in the Gerudo Fortress to earn a Piece of Heart.

DESERT COLOSSUS: 1

Plant a Magic Bean in the soft soil near the Spirit Temple and use the leafy platform it produces to reach a Piece of Heart atop the stone arch.

A FIELD GUIDE TO GOLD SKULLTULAS

Each time you destroy one of Hyrule's many Gold Skulltulas, a golden token will appear. Take the tokens to the House of Skulltula in Kakariko Village to free the children from their arachnid cocoons. In return for breaking the curse, they'll reward you with special items that will help you on your quest. Below is a brief summary of the locations of the 100 Gold Skulltulas hidden in Hyrule. If you listen carefully, you can hear the telltale scratching of a Gold Skulltula when one is near—they are skilled at hiding on walls and ceilings, in alcoves and behind rocks.

OVERWORLD 56
You'll find most Gold Skulltulas in dungeons or at night (N), but occasionally you'll find them in nooks and crannies, trying to avoid being shriveled by the morning sun. Some Gold Skulltulas will be around only when Link is young (Y), while others will require a return visit as adult Link (A).



KOKIRI FOREST: 3	Y	A	N
Behind the Know-It-All Brothers' house	●		●
Behind the House of Twins		●	●
In a Magic Bean plot; plant a bottle of bugs	●		

HYRULE FIELD: 2	Y	A	N
Near the gate to Hyrule Castle	●	●	
In the circle of stones near the Gerudo Valley Entrance	●	●	

HYRULE CASTLE: 4	Y	A	N
Inside the guard house at the market entrance	●		
In the grotto; play the Song of Storms near the castle entrance	●		
In a tree at the castle entrance; roll-attack the tree	●		
Behind a brick arch; after Hyrule Castle falls to Ganondorf		●	

LON LON RANCH: 4	Y	A	N
Dangling in a tree at the ranch's gate; roll-attack the tree	●		
Behind the corral shed	●		●
On the ranch's outer wall, northwest of the shed	●		●
On the second-story window of Talon's house	●		●

KAKARIKO VILLAGE: 6	Y	A	N
Hanging in a tree near the village entrance; roll-attack the tree	●		●
Behind the House of Skulltula	●		●
At the building under construction, in a pile of bricks	●		●
In the graveyard along the wall	●		●
At the top of the lookout tower	●		●
On the roof of Impa's House		●	●

LOST WOODS: 3	Y	A	N
In the Magic Bean plot near the Skull Kid; plant bugs	●		
On the bean sprout leading up to the magic platform	●		
In the Magic Bean plot near the Zora's Domain shortcut; plant bugs		●	●

DEATH MOUNTAIN TRAIL: 4	Y	A	N
In the first cave on the right	●	●	
In a small nook above the entrance to Dodongo's Cavern		●	●
On the upper trail near the falling rocks on Death Mountain		●	●
In the Magic Bean plot in front of Dodongo's Cavern; plant bugs	●		

GORON CITY: 2	Y	A	N
In a crate in the boulder room on the top level	●		
On the backside of the central platform		●	●

ZORA'S RIVER: 4	Y	A	N
In the shade of the ladder near the entrance to Zora's Domain	●		●
Swinging in a tree near the mouth of the river; roll-attack the tree	●		
Near the middle of the river, on the upper canyon wall		●	●
On the wall just before the entrance to Zora's Domain		●	●

ZORA'S DOMAIN: 1	Y	A	N
High up on the wall near the waterfall when it freezes		●	●

ZORA'S FOUNTAIN: 3	Y	A	N
In the tree near the Great Fairy's Fountain; roll-attack the tree	●		
On the cliff wall, to the right of the fallen log	●		●
In a secret grotto near the Great Fairy's Fountain		●	●

LAKE HYLIA: 5	Y	A	N
On the island where you unleash the power of the Fire Arrow	●		●
Inside a crate at the bottom of the Lakeside Laboratory's pool		●	
On the outer wall of the Lakeside Laboratory, facing the lake	●		●
In the dead tree on top of the Water Temple's mount		●	●
In the Magic Bean plot near the laboratory; plant bugs	●		

GRAVEYARD: 2	Y	A	N
Along the wall of the graveyard	●		●
In the Magic Bean plot in the graveyard; plant bugs	●		

SACRED FOREST MEADOW: 1	Y	A	N
To the east of the stairs		●	●

DEATH MOUNTAIN CRATER: 2	Y	A	N
In the Magic Bean plot near the crater; plant bugs	●		
In a crate just inside the entrance to Death Mountain Crater	●		

GERUDO VALLEY: 4	Y	A	N
On the wall near the log bridge	●		●
On the wall behind the carpenter's tent		●	●
Under the stone arch near the carpenter's tent		●	●
In the Magic Bean plot in the narrow canyon; plant bugs	●		

GERUDO FORTRESS: 2	Y	A	N
Above the eastern wall of the fortress		●	●
At the Horseback Archery Range, behind the far target pole		●	●

HAUNTED WASTELAND: 1	Y	A	N
In the stone structure where Link discovered the Phantom Guide		●	

DESERT COLOSSUS: 3	Y	A	N
Play the Song of Storms near the palm trees by the dried-up oasis		●	●
Ride the Magic Bean stalk to a platform with a Gold Skulltula on it		●	●
In the Magic Bean plot; plant bottled bugs	●		

DUNGEON: 44

The dungeon depths and shadowy temples are perfect dwelling places for the noisy Skulltulas. They rarely remain in open spaces, however. Instead, they lurk in dark corners and on ledges that you will be able to reach only with the aid of special items. Even if you can dispatch a Skulltula with the Fairy Slingshot, only the Hookshot or boomerang can pull the token to you. Sometimes you will have to make a return visit to a dungeon when you're better equipped.

DEKU TREE: 4	Y	A
In a small nook on the side of the room with rising platforms	●	
In the first room of the basement, on the iron grating near the water	●	
On the wall near the iron grating in the first room of the basement	●	
In the hidden chamber in Basement 1; use the boomerang	●	

DODONGO'S CAVERN: 5	Y	A
Near the top of the large staircase you create; use the Longshot		●
In the hallway chamber right of the entrance; use the scarecrow		●
Inside the hidden hallway chamber right of the entrance; bomb the wall	●	
In the hidden chamber in the block maze inside the statue; bomb the wall	●	
On the second floor opposite of the large staircase; on a cobweb	●	

JABU-JABU'S BELLY: 4	Y	A
On the far wall of the room where Ruto descends; use the boomerang	●	
On the far wall of the room where Ruto descends; use the boomerang	●	
On the wall in the room with stingers on the second floor	●	
On the wall in the room near Barinade's room on the first floor	●	

FOREST TEMPLE: 5	Y	A
On the wall near the treetop on the right when you face the entrance		●
On the vine-covered wall near the pillar with hearts on top of it		●
On the right side of the wall across from the main chamber entrance		●
On a ledge on the right side of the courtyard; use the Longshot		●
In a small room off the rotating room near Phantom Ganon's chamber		●

FIRE TEMPLE: 5	Y	A
On the wall in the room with flying tiles and Like Likes, on the first floor		●
In a hidden chamber in the boulder maze on the second floor; bomb the wall		●
On a ladder; use a scarecrow to Longshot up to the lift to the fourth floor		●
On the wall near the entrance to fifth floor; use the Longshot		●
On the wall behind the foe in the second flying tile room on the first floor		●

ICE CAVERN: 3	Y	A
High on the wall in the spinning-blade room; use the Longshot		●
High on the wall in the stalactite room that contains Blue Fire		●
On the wall to the left of the entrance in the block-sliding room		●

WATER TEMPLE: 5	Y	A
High on the wall in the room with the waterfall and moving platforms		●
On the wall in the hallway with the whirlpools		●
Near the ceiling in the main tower, use the Longshot from the middle platform		●
Behind the waterfall, near the boss's room		●
In the main chamber's first floor, while the water is lowest; bomb the wall		●

KAKARIKO WELL: 3	Y	A
On the back wall of the left-central room; use the Lens of Truth		●
On the wall of the right-central room		●
On the back wall of the small chamber that contains a Like Like		●

SHADOW TEMPLE: 5	Y	A
In the room with the invisible spinning blade; destroy the enemies		●
Inside the cage in the room with dropping spikes		●
On the wall behind the giant flaming skull statue		●
In the cage near the ladder to the boat; use the scarecrow and Longshot		●
Behind the three rotating giant flaming skull statues		●

SPIRIT TEMPLE: 5	Y	A
On the cage in the room with the falling-gate bridge	●	
On the ceiling in the stairwell from the first to second floors	●	
In the stairwell that leads to the Iron Knuckle room	●	
In the rolling boulder room's alcove; play the Song of Time to move a block		●
On the third floor of the main statue chamber; use the scarecrow		●

REWARDS FOR GOLD SKULLTULA TOKENS

Return the tokens to the House of Skulltula in Kakariko Village. When you collect tokens, a child in the house will be freed from its cursed state and will reward you with a valuable item.

10 Skultula Tokens ..... **ADULT WALLET** (holds 200 Rupees)
20 Skultula Tokens ..... **STONE OF AGONY**
30 Skultula Tokens ..... **GIANT WALLET** (holds 500 Rupees)
40 Skultula Tokens ..... **BOMBCHU**
50 Skultula Tokens ..... **PIECE OF HEART**
100 Skultula Tokens ..... **GIANT RUPEE** (worth 200 Rupees)

EMPTY-BOTTLE GUIDE



Throughout your quest, you can fill empty bottles with various potions for later use, or use bottles to capture fairies and bugs. Some special items must be contained in empty bottles as well. Link can carry a maximum of four bottles.

LON LON RANCH

During your first visit to the Lon Lon Ranch, play Talon's Cucco-finding game. If you pick out the three special Cuccos from the flock within the time limit, he'll reward you with a bottle of his finest vintage Lon Lon Milk. After you drink the milk, the empty bottle will be yours to keep!

KAKARIKO VILLAGE

Find the lady who has lost her Cuccos. After you gather them all into the pen, she'll reward you with an empty bottle. You can store bugs, Fairies, curative potions and many other things you'll find in Hyrule in an empty bottle.

LAKE HYLIA

At the bottom of Lake Hylia, you'll find a bottle that contains a note from Princess Ruto. Take the letter in a bottle to King Zora in Zora's Domain. After you've delivered the message to him, you'll get to keep the empty bottle.

HYRULE CASTLE MARKET

After you awaken as adult Link, you'll find a lady in the old guard station near the entrance to Hyrule Castle who has a fancy for Big Poes. If you bring her enough of the ghosts, she'll reward you with the final empty bottle.

TRADER LINK

When Link is an adult, you'll have the chance to barter for many items. It is through an extraordinary series of trades and favors that you'll obtain the awe-inspiring Biggoron's Sword—a massive blade that is twice as powerful as the Master Sword.

1 POCKET EGG



Talk to the girl who raises Cuccos in Kakariko Village and agree to take care of her Pocket Egg. When the egg hatches, use the bird to wake up Talon. Return to Kakariko Village to give the girl her newly hatched bird. In return she'll give you Cojiro, a Cucco that once belonged to her brother.

2 COJIRO



Enter the Lost Woods to find the young girl's brother near an old stump, slumped over in exhaustion. When he sees Cojiro, he'll ask you to deliver an Odd Mushroom to his grandmother back in Kakariko Village.

3 ODD MUSHROOM



You'll have a limited amount of time to take the Odd Mushroom to the woman in the hidden potion shop in Kakariko Village before the fungus spoils. If you deliver it in time, she'll give you an Odd Potion to take back to her grandson.

4 ODD POTION



Return to the Lost Woods where the grandson was—you'll find a Kokiri girl where the boy once was. She'll insist that you hand over the potion, and in return she'll give you the Poacher's Saw.

5 POACHER'S SAW



Take the Poacher's Saw to the carpenter near the tent in Gerudo Valley. He'll be surprised to see the saw since he left it with his wife. All he has to offer in return for the Poacher's Saw is a Broken Goron's Sword.

6 BROKEN GORON'S SWORD



Climb to the very top of Death Mountain to see the giant Goron, Biggoron. The skilled craftsman says that he would be happy to repair the broken sword, but before he can do any work he needs the Eye Drops from King Zora. He gives you the prescription to take to King Zora.

7 PRESCRIPTION



King Zora tells you that he doesn't have any Eye Drops on hand. Instead, he offers the Eyeball Frog, a main ingredient in the drops. He suggests that you take the perishable frog to the professor who lives beside Lake Hylia.

8 EYEBALL FROG



You'll have three minutes to get the Eyeball Frog to the professor. Use the shortcut through the Lost Woods to shorten the trip to Lake Hylia, and use Epona to travel the distance across Hyrule Field.

9 EYE DROPS



Rush back up the Death Mountain Trail before the Eye Drops spoil and give them to Biggoron. You've got four minutes to complete the task—ride Epona the whole way across Hyrule Field. Hitch a ride on the Magic Bean plant to the upper trail; Biggoron will give you a Claim Check for his sword. He'll tell you to come back in a few days to pick it up.

10 CLAIM CHECK



If you have some other business to take care of, now is the time. You've got three whole days. When three days have passed, go back with the Claim Check to finally pick up Biggoron's Sword.

11 BIGGORON'S SWORD

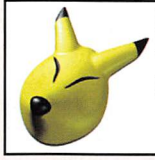


The Biggoron's Sword is larger and more powerful than even the legendary Master Sword—twice as powerful, as a matter of fact! You'll need both hands to wield it, which means that you can't use the sword and your shield at the same time.

HAPPY-MASK SALES

Link may be the Hero of Time, but he always has time to help others and have a little fun with masks. Talk to the man who runs the Happy Mask Shop in Kakariko Village to begin the mask-trading sequence. You'll earn a few Rupees on the side by becoming a traveling salesman for the Happy Mask Shop, and you'll get to play with the strange masks while you're at it. The final reward for delivering masks to the people of Hyrule is the Mask of Truth—a mysterious but very useful mask that allows you to speak to the Gossip Stones.

1 KEATON MASK



Pick up the Keaton Mask from the Happy Mask Shop first. In Kakariko Village, visit the guard at the gate to Death Mountain Trail while wearing the mask. He'll happily buy it from you for 15 Rupees.

2 SKULL MASK



After you sell the Keaton Mask, the Skull Mask will appear in the Happy Mask Shop. Take the mask to the Lost Woods and wear it for the Skull Kid. He'll buy the mask from you for less than what it's worth, but Link doesn't mind.

3 SPOOKY MASK



The third mask that will appear in the Happy Mask Shop is the Spooky Mask. Don the mask in Kakariko Graveyard—you'll run across a young boy who is quite taken with the Spooky Mask. The lad seems to think that the mask will make him look just like Dampé the gravedigger. He'll gladly pay 30 Rupees for it.

4 BUNNY HOOD



After you sell the Spooky Mask, pick up the Bunny Hood from the Happy Mask Shop. Sell the Bunny Hood to the running man in Hyrule Field. You'll need to find him first—when night falls he'll stop to take a rest. Talk to him while wearing the hood. It is worth only 50 Rupees, but the strange man will fill your wallet with money until it overflows!

5 MASK OF TRUTH



After you sell the Bunny Hood, the Happy Mask shopkeeper will give you the Mask of Truth as your reward for bringing the shop such great business. Wear the Mask of Truth and talk to the Gossip Stones around Hyrule to learn secrets and tips. You can also wear the mask and talk to people to see their strange and humorous reactions.

OTHER MASKS



GORON



ZORA



GERUDO

The Happy Mask shopkeeper will allow you to borrow any mask you want. You can turn in the Mask of Truth at any time and exchange it for another mask. Try talking to various people while wearing different masks. What you hear might surprise you!

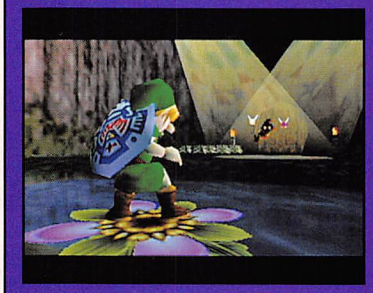


MAJORA'S MASK WAS FIRST RELEASED IN 2000 FOR THE N64 AND USED A SIMILAR STYLE TO OCARINA OF TIME'S. LINK MUST MANIPULATE TIME WITH HIS OCARINA IN A RACE TO SAVE THE WORLD FROM THE EVILS OF AN ACCURSED MASK—AND HE HAS ONLY THREE DAYS TO DO IT.

UNDER THE MOONLIGHT



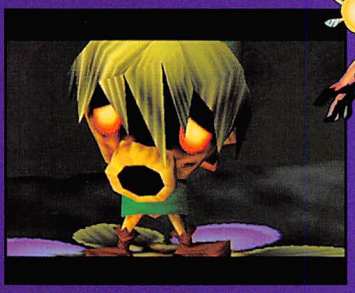
After his legendary victory over Ganon in Ocarina of Time, Link sets out on a quest to find his fairy friend, Navi. Link's search leads him into the Lost Woods, where a chance encounter with a malicious trio steers his adventure in an unexpected direction.



His search for Navi put on hold, Link chases after the Skull Kid and his pixie cohorts to recover the Ocarina of Time and Epona. When Link finally catches up to the Skull Kid, he finds more than he bargained for.



The Skull Kid accosted the Happy Mask salesman and stole a rare and dangerous mask from him—Majora's Mask. The evil mask's power has twisted the Skull Kid's mind, making him wicked and cruel.



The Skull Kid has scared off Epona, and refuses to give Link back the Ocarina of Time. He uses Majora's Mask to change Link into a Deku Scrub before escaping—in his hurry he leaves Tatl the fairy behind.

CONTROL YOUR QUEST



L BUTTON
Lock on to a person, creature or target

START/PAUSE
View subscreen

R BUTTON
Guard with your shield

CONTROL STICK
Move Link
Navigate menus

Z BUTTON
Use an item (same as C Stick Down)

Y BUTTON
Use an item (same as C Stick Left)

CONTROL PAD
Show or hide the map

X BUTTON
Use an item (same as C Stick Right)

C STICK
Change perspective
Speak to Tatl
Use items (Left, Down and Right)
Play the ocarina

A BUTTON
Perform actions (talk, open doors)
Confirm a selection
Play the ocarina

B BUTTON
Swing your sword
Cancel a selection

MASKS MENU



The Masks menu displays all the masks that Link has collected throughout his travels. Special masks that change Link's form, such as the Deku Mask, are displayed on the right bar.

SELECT ITEM MENU



All of Link's items that are not masks appear on the Select Item menu. Some items, such as Deku Nuts, bombs and arrows, will disappear each time Link turns back time.

MAP SCREEN



The Map screen displays an overhead map of Termina, including Owl Statue warp points and important locations. Any areas that Link has not yet explored will be shrouded in mist.

QUEST STATUS MENU



The Quest Status menu displays things such as your sword, shield and collected Pieces of Heart, songs Link has learned and other key items he has collected throughout his quest.

MASTERING LINK'S MOVES



Players familiar with the N64 Majora's Mask controls will find that a few things have changed (for example, the L Button now performs what the Z Button had), but all players will catch on quickly. From sword moves to swimming strategies to horseback riding, Link can perform all the actions he needs to interact with the world around him.



Z-targeting from the N64 Majora's Mask has become L-targeting on the GCN. Hold down L to target and lock on to an enemy, object or friend.

THE BASICS

OPEN OR INTERACT	PRESS THE A BUTTON TO INTERACT WITH DOORS, SWITCHES, ETC.
GRAB, PUSH OR PULL	PRESS AND HOLD A + FORWARD OR BACK ON THE CONTROL STICK.



Some objects, such as stone blocks and wooden crates, are too heavy for Link to pick up. You can push or pull heavy objects by pressing A and moving the Control Stick forward or back. Pushing and pulling blocks will often open up a new path or door, revealing secrets.

GRAB & THROW	PRESS A TO GRAB, THEN PUSH FORWARD AND A TO THROW.
ROLL ATTACK	RUN FORWARD AND PRESS THE A BUTTON TO ROLL INTO AN OBJECT.
DROP FROM LEDGES	PRESS THE A BUTTON TO DROP WHEN DANGLING FROM LEDGES.

SWIMMING

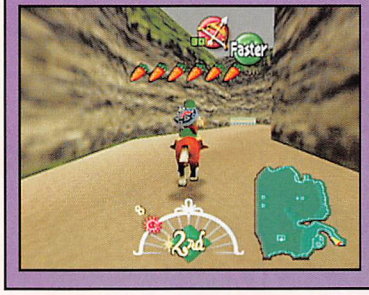
SWIM	USE THE CONTROL STICK TO MOVE LINK IN THE DESIRED DIRECTION.
DIVE	PRESS AND HOLD THE A BUTTON TO MAKE LINK DIVE UNDERWATER.



While in water, press A to dive, and maneuver through the water with the Control Stick. You'll need to dive to collect some items, such as Rupees and Stray Fairies, and to enter some areas. Link will let you know when he needs air by resurfacing automatically.

HORSEBACK RIDING

MOUNT OR DISMOUNT	PRESS A TO MOUNT OR DISMOUNT EPONA.



After you recover Epona, Link will be able to ride horseback. Stand next to Epona and press A to begin climbing onto her back. When Climb appears over the A Button symbol, press A again to hop onto her back. To dismount, press A while Epona is standing still.

COMBAT MOVES

SLICE	PRESS B OR PRESS L, RIGHT ON THE CONTROL STICK AND B.
CHOP	PRESS L AND B.
STAB	PRESS L, FORWARD ON THE CONTROL STICK AND B.
GUARDING	PRESS AND HOLD R TO GUARD WITH YOUR SHIELD.
SPECIAL CUT	TAP B THREE TIMES IN A ROW.



Link's Special Cut is a vigorous sword combo that lets Link slash at his enemy several times, ending with a final upward strike. To perform the Special Cut, press B three times in a row. Special Cut works very well with L-targeting for taking out tougher enemies.

SPIN ATTACK	HOLD B, THEN RELEASE OR ROTATE THE CONTROL STICK AND PRESS B.



The spin attack is Link's most powerful sword move—he holds out his sword and spins in a circle, striking all enemies in a radius around him. Hold B until Link's sword flashes, then let go of B or rotate the Control Stick once and press B again to perform the attack. The Great Fairy in Woodfall will grant you the spin attack.

DODGE	HOLD L, PUSH LEFT OR RIGHT ON THE CONTROL STICK AND PRESS A.



Link can dodge an oncoming blow by hiding behind his shield and jumping out of the way. Hold L to target the enemy, and push Left or Right on the Control Stick while pressing A—Link will dodge.



LINK'S MANY FORMS



Link will obtain three transformation masks throughout his quest. They'll let him enter the bodies of a nameless Deku Scrub, Darmani the Goron and Mikau the Zora. Unlike the other 20 Happy Masks Link can collect, the special transformation masks grant Link a new form, complete with a unique set of abilities that he can use only while in that form.



Link can equip the transformation masks the same way that he equips any other item on the C Stick. You can bypass the transformation animation by pressing B.

DEKU MASK



Link's first transformation mask—the Deku Mask—grants him a Deku Scrub form. As a Deku Scrub, Link can fly short distances, hop on water and shoot bubbles.

ATTACK	A BUTTON
SHOOT	B BUTTON
HOVER (ON A DEKU FLOWER)	PRESS AND HOLD A

GORON MASK



The Goron Mask lets Link assume the form of Darmani, the great Goron warrior. Darmani is slow but very strong—he can flatten his foes and pound the ground with force.

ROCK & ROLL	PRESS AND HOLD A
PUNCH	PRESS B
POUND	PRESS AND HOLD A THEN PRESS B

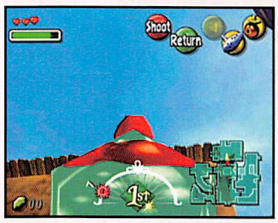
ZORA MASK



When Link obtains the Zora Mask, he will be able to change into Mikau the Zora. As a Zora, Link can breathe underwater, jump farther and perform a few special Zora moves.

SWIM	PRESS A
ZORA MAGIC FORCE FIELD	SWIM AND R OR PRESS R AND B
DIVE (IN WATER)	PRESS B
SURFACE (IN WATER)	PRESS A
ROLL (ON LAND)	PRESS A
ATTACK	PRESS B
DOUBLE CUTTER	PRESS AND HOLD B THEN RELEASE

MAGIC BUBBLE ATTACK



After the Great Fairy in Clock Town grants you the gift of magic, Deku Scrub Link can shoot bubbles to harm enemies or hit floating objects, such as balloons.

ROCK & ROLL



Press A while in Goron form to curl up into a ball, then press the Control Stick to roll. When Goron Link is rolling at full speed, he sprouts dangerous spikes.

DOUBLE CUTTER



While Zora Link is standing (on land or in the water) he can toss his boomerang fins at enemies. L-target your enemy, press and hold B, then release the bladed fins.

DEKU FLOWER FLYING



Deku Scrub Link is small and light, making it possible for him to float through the air. Stand on a Deku Flower and press A to dive into it, then release A to take flight.

GROUND POUND



Press and hold A then press B to slam into the ground as Goron Link. Use the ground pound to open the Goron Shrine door and to activate heavy switches.

ZORA FORCE FIELD



Zora Link can create a magic force field around himself. Hit R while swimming to create the protective barrier, or hold R and B simultaneously while standing.

DEKU SCRUB WEAKNESS

Deku Scrubs are tiny, so they have difficulty climbing over some ledges. Since they are wooden, Deku Scrubs are vulnerable to fire. They will sink in water if they don't reach land within five hops.

GORON WEAKNESS

Gorons are very heavy, so they can't jump or climb like other creatures can. Gorons are also not much for swimming—if a Goron falls into deep water, it will sink like a rock and drown.

ZORA WEAKNESS

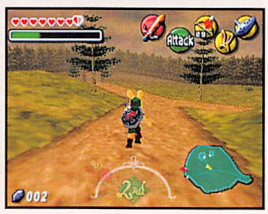
Zoras, like Deku Scrubs, are extremely vulnerable to fire. When you assume Mikau's aquatic body, steer clear of all flames.

COLLECTING HAPPY MASKS

Link can find 20 Happy Masks by helping various people around Termina. Each Happy Mask has a unique function, but you don't need to collect them all to complete your quest. If you do collect every Happy Mask, you'll be rewarded with the powerful Fierce Deity's Mask—the ultimate weapon against Majora and the other bosses.







LINK'S INVENTORY



Link will collect the various items he needs to complete his quest as he conquers temples and helps the troubled people of Termina. When Link returns to Day 1 by playing the Song of Time, he will lose some items such as bombs, arrows and Deku Sticks, but all unique and integral items will move back in time with him.



You equip most of Link's items, including masks, the same way: Select an item then press Left, Down or Right on the Control Stick.

LINK'S ITEMS



OCARINA OF TIME

The magical songs that Link will learn through his journeys will produce a number of effects, from changing the flow of time to producing rain. Link plays the melodies with the Ocarina of Time. The ocarina changes form to suit Link's body when he wears a transformation mask.



DEKU NUT

Deku Nuts contain explosive magic that causes them to create a blinding flash of light upon impact, temporarily stunning those nearby. Link can throw Deku Nuts at his enemies. As the Deku Scrub, you can toss Deku Nuts down at your enemies while you're airborne.



BOMBCHU

You'll need a Bomb Bag to carry a Bombchu. The mouselike mechanized bombs are specially designed to scuttle over ground and up walls to blow up things in hard-to-reach spots. If you L-target an object before you let a Bombchu go, the mobile explosive will detonate on your target.



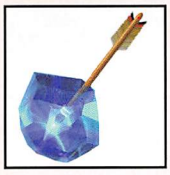
MAGIC BEANS

When planted in plots of soft soil and watered, Magic Beans will sprout tall stalks with flying leaves strong enough to hold a person. Link can use the Magic Bean stalks to reach lofty areas and treasures. Once a Magic Bean is planted and watered, it will remain there until Link returns to Day 1.



FIRE ARROW

Fire Arrows are set aflame with magic. But they consume magic—when your magic meter runs empty, Fire Arrows will revert to normal arrows. Link can use Fire Arrows to melt ice and ignite objects such as spider webs and torches.



ICE ARROW

Similar to Fire Arrows, Ice Arrows are magical arrows that temporarily freeze foes upon impact. Link can use Ice Arrows to immobilize enemies around him when he's outnumbered. He can also create ice stepping-stones by shooting Ice Arrows into water.



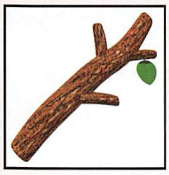
HOOKSHOT

The Hookshot is a retractable grappling hook on a chain. Link can use the Hookshot to strike enemies, either knocking them out or stunning them. The Hookshot can also latch on to some objects (usually those made of wood or stone), allowing him to leap quickly over chasms or reach high places.



GREAT FAIRY'S SWORD

Each of the Great Fairies will reward Link for returning the Stray Fairies he finds in the temples. Your reward for helping all of the Great Fairies is the Great Fairy's Sword. It is the most powerful sword Link can wield, and has the farthest reach and the sharpest blade.



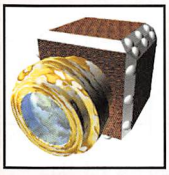
DEKU STICK

Link can catch a Deku Stick on fire to light torches, destroy cobwebs and defeat enemies. You can reuse a Deku Stick if you put it away (stand still and press A) before it burns to ashes. When Link holds a Deku Stick and touches a butterfly with it, the butterfly will turn into a fairy.



BOMB

Bombs have many uses—you can place a bomb near an object that you want to destroy and press the corresponding C-Stick direction to ignite it. You can also toss bombs by running while pressing the C-Stick direction you have them assigned to. Bombs will flash red before they explode.



PICTOGRAPH BOX

The man in the Swamp Tourist Info hut will give you the Pictograph Box, which Link can use to take pictures of his surroundings. You can save one shot at a time. If you bring a nice picture back to the man at the Swamp Tourist Info hut, he'll reward you.



HERO'S BOW

The Hero's Bow is Link's weapon of choice for ranged fighting. You need to have arrows to use the bow. Set the Hero's Bow to one of the C-Stick directions to equip it. You can use the bow in first- or third-person view; L-target an enemy before you equip your bow to remain in third-person view.



LIGHT ARROW

Light Arrows are magical arrows that shoot a beam of light at their target. Link will find the Light Arrow upgrade hidden deep within the dark Stone Tower Temple. Shoot Light Arrows at anything that displays a sun symbol to reveal secrets hidden within the shadows.



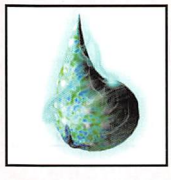
POWDER KEG

Normally, only Gorons can use the Powder Keg. But once the Goron in the Goron Village tunnel certifies you as a demolition expert, you'll be allowed to use the powerful explosive (as Darmani). You can carry only one Powder Keg at a time. Gorons use Powder Kegs to blow up massive boulders.



BOTTLE

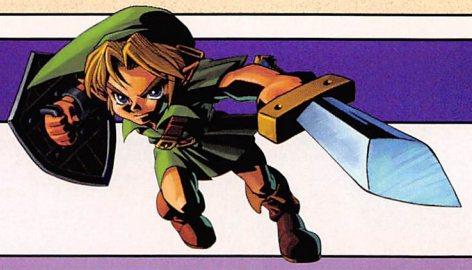
Link can carry many useful items in bottles, from potions to spring water to fairies, just to name a few. To put an item in a bottle, assign the bottle to one of your C-Stick directions then press the corresponding direction. Press the direction again to empty the bottle.



SPECIAL-PURPOSE ITEMS

Objects that appear on the vertical bar on the right side of the Select Item menu are special-purpose items. Special items include the Moon's Tear and Land Title Deeds. All of the special-purpose items are related to the game's elaborate trading sequences: finding Kafei and swapping titles.

ITEM ITINERARY



Below is a quick-reference list of the items, equipment and songs you will collect on your quest, where they are located and the order in which you will receive them. All the things listed are directly related to completing the game—you must get them to proceed.

SAVED, OR LOST IN TIME?

When you play the Song of Time, you'll be able to bring only certain items back with you. Special items, such as masks and songs will save, but things such as Rupees, keys and ammo will be lost.



CLOCK TOWN & TERMINA FIELD

LOCATION	ITEM OR SONG	PAGE
CLOCK TOWN (THE FIRST THREE DAYS)	MAGIC UPGRADE	PGS. 113 & 115
	MOON'S TEAR	PG. 113
	OCARINA OF TIME	PG. 113
	SONG OF TIME	PG. 113
	SONG OF HEALING	PG. 113
	DEKU MASK	PG. 113
	BOMB	PG. 114
TERMINA FIELD	DEKU STICK	PG. 114

SOUTHERN SWAMP

LOCATION	ITEM OR SONG	PAGE
SOUTHERN SWAMP	BOTTLE	PG. 118
	PICTOGRAPH BOX	PG. 117
DEKU PALACE	MAGIC BEANS	PGS. 117, 119
	SONATA OF AWAKENING	PG. 119
WOODFALL TEMPLE	HERO'S BOW	PG. 121
	OATH TO ORDER	PG. 122

NORTHERN MOUNTAIN

LOCATION	ITEM OR SONG	PAGE
GORON VILLAGE	LENS OF TRUTH	PG. 124
	GORON MASK	PG. 124
	GORON LULLABY	PG. 124
SNOWHEAD TEMPLE	FIRE ARROW	PG. 126
MOUNTAIN VILLAGE	POWDER KEG	PG. 129
ROMANI RANCH	EPONA'S SONG	PG. 130
GORMAN TRACK	GARO'S MASK	PG. 130

WESTERN OCEAN

LOCATION	ITEM OR SONG	PAGE
GREAT BAY COAST	ZORA MASK	PG. 131
PIRATE'S FORTRESS	HOOKSHOT	PG. 134
PINNACLE ROCK	NEW WAVE BOSSA NOVA	PG. 135
GREAT BAY TEMPLE	ICE ARROW	PG. 137

EASTERN CANYON

LOCATION	ITEM OR SONG	PAGE
IKANA GRAVEYARD	CAPTAIN'S HAT	PG. 141
	SONG OF STORMS	PG. 142
IKANA CANYON	GIBDO'S MASK	PG. 143
BENEATH THE WELL	MIRROR SHIELD	PG. 144
ANCIENT CASTLE OF IKANA	ELEGY OF EMPTINESS	PG. 146
STONE TOWER TEMPLE	LIGHT ARROW	PG. 148

SURVIVING 72 HOURS

The three-day cycle that Link must relive over and over in the game takes a little getting used to. The 72-hour countdown begins once you reach Clock Town. Link must do as much as he can during every three-day period before he travels back in time to fix more of what the Skull Kid has messed up. Use the songs to manipulate the world around you, and use the Owl Statues to make the most of your time.



GAMEPLAY FLOW

Link's adventure is cyclical. You always start on Day 1 in South Clock Town and have 72 hours before the moon falls. As the hours tick by, spend your time exploring dungeons and helping out townsfolk.

START—DAY 1



On Day 1, the 72-hour time limit resets and any special items you've collected will travel through time with you. One hour of game time equals one minute of real time.

DUNGEONS

You can devote up to 72 game hours at a time in each dungeon. Special items that you collect in the dungeons will stay with you when you turn back time, but the compass, Bass Keys and Stray Fairies will not.

TOWNSFOLK

The townsfolk you help during a 72-hour cycle will be updated in your Bombers' Notebook, but when you turn back time to Day 1, they will return to their distressed states.

THE SONG OF TIME

The Song of Time has three versions: the normal Song of Time, the Inverted Song of Time and the Song of Double Time. Depending on which version you play, you'll either go back in time, slow down time or speed up time.

END—MOON FALLS



All the while, the moon continues to fall. Before it does, warp back to Day 1. If you don't play the Song of Time by the end of Day 3, the moon will destroy the world!

MAKE EVERY SECOND COUNT



Your quest is on a very tight schedule, so play the Inverted Song of Time each time you restart at Day 1 to slow down time.

THE SONG OF SOARING



Play the Song of Soaring to warp to Owl Statue locations. You can play the song anywhere outside. Nearly every Owl Statue you warp to will have a fairy nearby.

EPONA AND THE BUNNY HOOD



Explore the regions of Termina on Epona or while wearing the Bunny Hood to cut down on travel time. Call Epona to you with Epona's Song.

WEAR A MASK



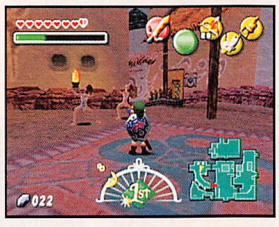
The adventure emphasizes masks, and their shape-shifting abilities may be your ticket out of an area. Each mask gives you different powers—and people treat you differently, too.

DEFEAT ALL ENEMIES



Some doors unlock and some treasure chests appear only after you've defeated all the enemies in the room. Never leave survivors, or you could pass up a secret.

DAY-AND-NIGHT CYCLE



Always on the go, Link is adventuring around the clock. Different things happen during the day and during the night, so be sure to visit areas during both times.

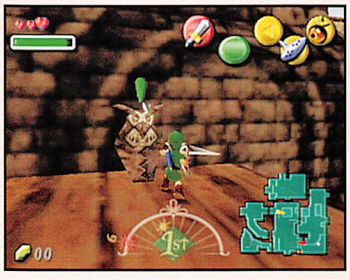
THE MASK OF TRUTH



Some things in the game are too tricky to figure out alone. The Gossip Stones and animals can clue you in, though, so receive their helpful hints by wearing the Mask of Truth.

SAVING YOUR PROGRESS

The Owl Statues located all over the world serve as warp points, and they also allow you to save your progress. If you need to shut off your game and would like to pick up exactly where you left off (rather than restarting from Day 1), approach an owl statue. If you choose to save your progress, an owl face will appear by your game's file name. The next time you open the file, you'll resume from your save point. Always save before shutting off your game! Your game will save to your GCN Memory Card instead of the game itself as it did in the N64 version.

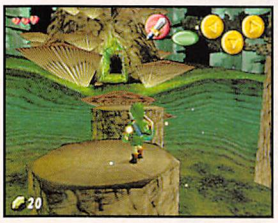




THE LOST WOODS

As Link rides through the Lost Woods atop his loyal steed, Epona, he is ambushed by the Skull Kid and his fairy-sibling sidekicks, Tatl and Tael. Link races after the mischievous trio in an attempt to recover Epona and his ocarina, but the Skull Kid transforms Link and escapes.

LINK CHASES THE SKULL KID



Chase the Skull Kid deep into the Lost Woods. When you find him, the Skull Kid will transform Link into a Deku Scrub using the dark powers of Majora's Mask.

DEKU-FLOWER FLYING



Deku Scrub Link can float through the air with the help of Deku Flowers. Hop into a Deku Flower and soar from trunk to trunk to exit the Lost Woods.

TATL'S TIPS



Tatl is certainly no Navi, but she'll offer clues and tips when Link encounters new and important things. Use L-targeting to listen to Tatl when she calls out to you. The little fairy may have quite a big attitude at the beginning of your journey, but she'll warm up to you as time goes on.

THE HAPPY MASK SALESMAN

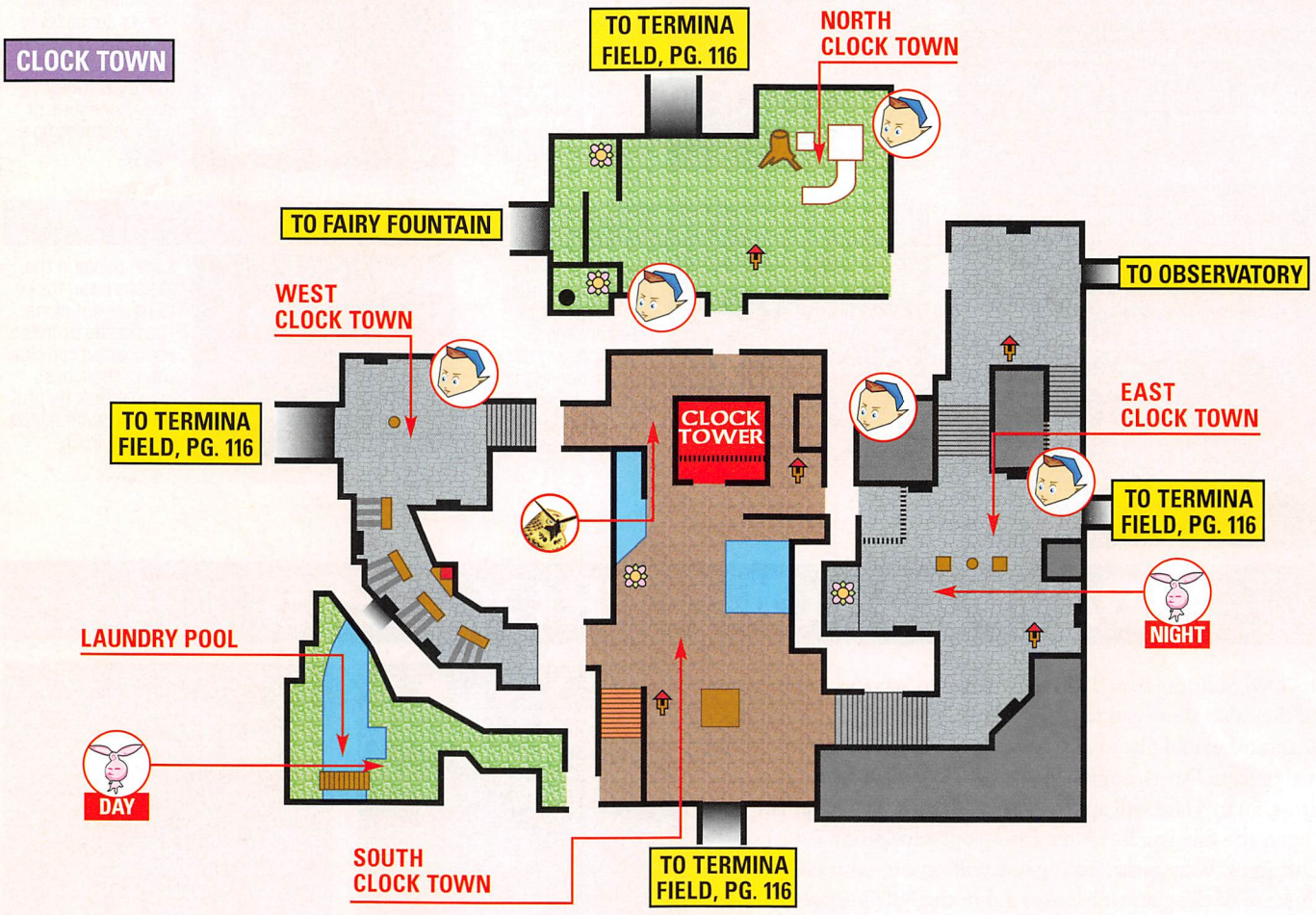
Deku Scrub Link exits the Lost Woods, only to find himself in a strange clock tower. Inside, the Happy Mask salesman will offer to return Link to his original form if he can retrieve the item that was stolen from him—Majora's Mask. Exit the clock tower into Clock Town to begin your search.







LIFE AS A DEKU SCRUB



THE GREAT FAIRY



The Skull Kid has been running rampant, leaving a wake of havoc—even the Great Fairy has fallen victim to him. Return the Stray Fairy to the Great Fairy's fountain in North Clock Town; she'll grant Link the ability to shoot magical bubbles as a Deku Scrub.

STRAY FAIRY: DAY



During the day, the Stray Fairy hides at the Laundry Pool. Hop on the water to grab the fairy.

STRAY FAIRY: NIGHT



At night, the Stray Fairy floats around East Clock Town. Hop into a Deku Flower to grab the fairy in midair.

THE BOMBERS GANG



Once you've gained the Great Fairy's gift of magic, shoot the balloon in North Clock Town with a bubble to draw the attention of the Bombers gang leader, Jim. The Bombers will challenge Link to a game of hide-and-seek. Find all five Bombers in Clock Town before sunset to learn the code that opens their secret hideout.



THE TRICKY EAST CLOCK TOWN BOMBERS

The two Bombers in East Clock Town are the toughest to track down. One is hiding out atop the Milk Bar; jump after him when he flees. The second Bomber is on the inn's roof—use a the Deku Flower to reach him.

MOON GAZING



Enter the Bombers' hideout and speak to Professor Shikashi the astronomer at the top of the Astral Observatory. Look through the telescope and zoom in on the top of the clock tower to see the Skull Kid.

THE ASTRAL OBSERVATORY



The Skull Kid is dancing about atop the Clock Tower with the ominous moon looming above him. Zoom in on the Skull Kid with the telescope to see the Moon's Tear fall.

TRADE THE MOON'S TEAR



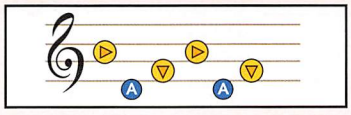
The Deku Scrub in South Clock Town wants a Moon's Tear for his wife. If you take him one he'll gladly trade you the Land Title Deed for his Deku Flower.

MIDNIGHT ENCOUNTER



At the stroke of midnight on the final day, the Carnival of Time will begin and the clock tower's upper door will open. Use the Deku Flower to reach the clock tower's upper ledge. Grab the Piece of Heart, then climb the steps to face the Skull Kid.

SONG OF TIME



FLY TO THE CLOCK TOWER



Hop into the Deku Flower in South Clock town (the one to which you acquired the Land Title Deed). Fly to the Clock Tower's upper ledge—at midnight on the third day, the door by the ledge will open.

RECOVER THE OCARINA

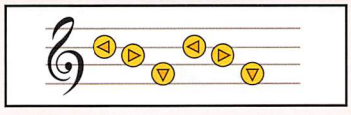


Hit the Skull Kid with a bubble to stun him and make him drop the Ocarina of Time. Pick up your ocarina and play The Song of Time that Princess Zelda taught you to turn back time.

SONG OF HEALING

After you play the Song of Time and return to the first day, show the Happy Mask salesman the ocarina—he'll teach Deku Link the Song of Healing. Play it to return Link to his normal form. The Deku Mask you get as a memento grants Link Deku Scrub abilities whenever he dons it. You'll still need to get Majora's Mask later.

SONG OF HEALING





IN THREE DAYS' TIME

Link can do more tasks than Deku Link could, and the Clock Town citizens will treat him differently. As normal Link, you are permitted to leave Clock Town. On Day 1, you must repeat any tasks you completed as Deku Link.



Link can use any information he learned as Deku Link to aid him on his quest, such as the secret password to the Bombers' hideout. As Link, you'll be able to leave Clock Town and use your sword and shield again. When Link wears a mask, people act differently toward him.



CLOCK TOWN

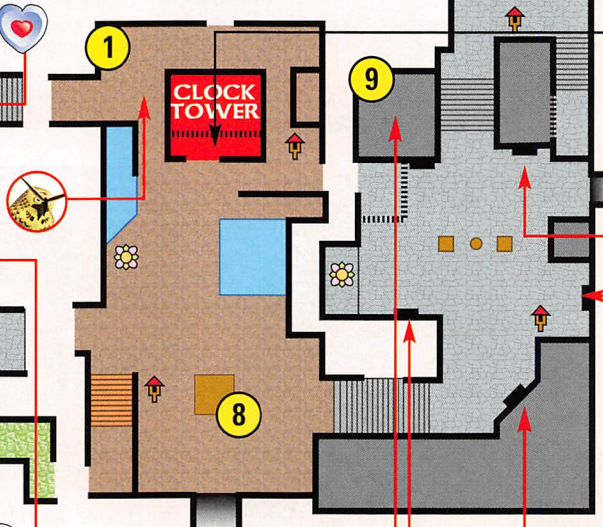


The mysterious clock tower in the center of Clock Town dictates the often-strange daily schedules of the town's citizens. Observe the townspeople to learn their schedules and locations during the day and night. Also note each shop's hours of operation, shown on the map below.









POST OFFICE
Days 1 & 2: 3:00 p.m. to 12:00 a.m.
Day 3: 6:00 p.m. until the moon crashes

DEKU SCRUB PLAYGROUND
6:00 a.m. to 12:00 a.m.

1 PLAY	10

TINGLE

CLOCK TOWN MAP	5
WOODFALL MAP	40

MIGHTY TRAINING CENTER
Open 24 hours

NOVICE COURSE	1
EXPERT COURSE	10

MAYOR'S RESIDENCE
10:00 a.m. to 8:00 p.m.

TO TERMINA FIELD, PG. 116

TO FAIRY FOUNTAIN

TO OBSERVATORY

CLOCK STAIRWAY
Day 3 at 12:00 a.m

TO TERMINA FIELD, PG. 116

LOTTERY SHOP
6:00 a.m. to 11:00 p.m.

1 TICKET	10

MILK BAR
10:00 p.m. to 5:00 a.m.

BOMB SHOP
Open 24 hours

BOMB X10	30
BOMB BAG	50
BOMBCHU X10	40

HONEY & DARLING'S SHOP
6:00 a.m. to 10:00 p.m.

1 PLAY	10

TRADING POST
Open 24 hours

ARROW x30	30
ARROW x50	40
DEKU NUT x10	30
DEKU STICK	10
FAIRY	50
GREEN POTION	30
HERO'S SHIELD	80
RED POTION	30

BANK
Open 24 hours

CURIOSITY SHOP
10:00 p.m. to 6:00 a.m.

TO TERMINA FIELD, PG. 116

TOWN SHOOTING GALLERY
6:00 a.m. to 10:00 p.m.

1 PLAY	20

TREASURE CHEST SHOP
6:00 a.m. to 10:00 p.m.

1 PLAY	5-30

STOCK POT INN
8:00 a.m. to 8:30 p.m.





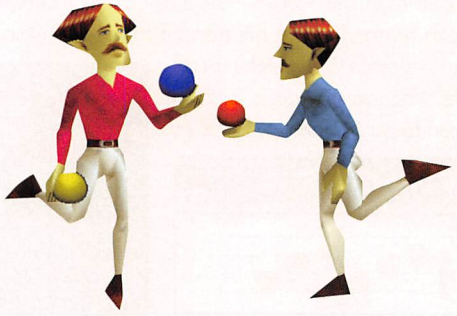


CLOCK TOWN: THE FLOW OF TIME





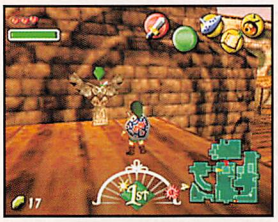
Day and night are quite different in Clock Town. Some shops are open only during the day, while others are open only at night. Clock Town's citizens will often be doing different things during the day and night, too. Some characters appear exclusively at a certain time of day or night.



CLOCK TOWN'S POINTS OF INTEREST

There are many secrets in Clock Town—many of which will be helpful for advancing in your quest. Pick up four valuable Pieces of Heart in Clock Town to increase your life meter before setting out for the Southern Swamp. There are other Pieces of Heart in town (see page 158), but you'll need to return later with a certain mask or after completing a specific side quest to retrieve them.

1 SAVE AT THE OWL STATUE



Strike the Owl Statue in South Clock Town with your sword to save your progress. Owl Statues also serve as warp points after you meet Kaepora Gaebora the owl.

2 TINGLE THE CARTOGRAPHER



Tingle floats around with the help of a large balloon and draws maps of the places he visits. Buy a Clock Town Map and a Woodfall Map from Tingle in North Clock Town.

3 MIGHTY TRAINING CENTER



Visit the Mighty Training Center's Swordsman's School to hone your skills. If you can get a perfect score in the expert course, you'll win a Piece of Heart!

4 CLOCK TOWN BANK



When you return to Day 1 with the Song of Time, all your Rupees and ammo will disappear. The bank will keep your Rupees safe—make deposits often.

5 LOFTY PIECE OF HEART



A Piece of Heart is lodged in the branches of a tree in North Clock Town. Climb to the top of the slide-platform, then leap over to the tree to grab the Piece of Heart.

6 DEKU SCRUB PLAYGROUND



Deku Link can float over the fence in North Clock Town to enter the Deku Scrub Playground. If you rack up a high score three days in a row, a Piece of Heart will be yours!

7 THE POSTMAN'S GAME



Stop by the post office between 6:00 p.m. and midnight to play the postman's game. Hit A 10 seconds after the game starts to win a Piece of Heart—the Bunny Hood helps!

8 ATOP THE CARNIVAL TOWER



On Day 3, turn into Deku Link and float to the top of the Festival Tower in South Clock Town. Open the treasure chest atop the tower to find 50 Rupees.

9 VISIT THE STOCK POT INN



Visit the East Clock Town's Stock Pot Inn between 1:50 p.m. and 4:10 p.m. on Day 1 to get the Room Key from Anju. The chest in the inn's room holds a 100-Rupee gem!

REVISITING CLOCK TOWN AS LINK

THE GREAT FAIRY

When you return to Day 1 as Link, you'll need to recapture the Stray Fairy in Clock Town. Catch the Stray Fairy in the Laundry Pool again, then visit the Great Fairy in North Clock Town. As thanks for helping her, the Great Fairy will give Link the Great Fairy Mask.

STRAY FAIRY COLLECTION: PART TWO



When you return the Stray Fairy to the Great Fairy a second time, she'll notice that Link already has magic and reward him with the Great Fairy Mask instead.

FAIRY-COLLECTING MASK



When Link wears the Great Fairy Mask—a mask resembling the Great Fairy herself—any Stray Fairies in the area who aren't trapped will fly to you. The mask's pink hair will wave and glow if a Stray Fairy is nearby. You can also don the vibrant mask and talk to the town citizens for a good laugh.

THE BOMBERS' NOTEBOOK

Link will remember important information (such as secret codes) through lapsed time. Enter the Bombers' hideout as Link. Jim will be so impressed that you infiltrated their base that he'll recruit Link and give him the Bombers' Notebook.



HELPING THE TROUBLED SOULS OF TERMINA

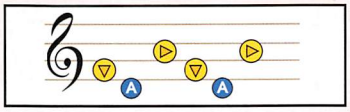
The Bombers' Notebook is where Link will keep track of all the people in Termina who need help, and the promises he's made to each. Every time you complete a Bombers' Notebook entry, you'll be rewarded for your good deeds.

SCARECROW'S SONG

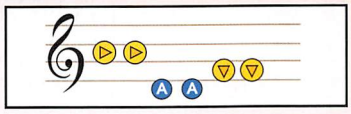
Speak to the scarecrow in the observatory to learn two new versions of the Song of Time. The Inverted Song of Time slows time and the Song of Double Time takes you to 6:00 a.m. or 6:00 p.m. Teach the scarecrow a song of your own—it'll come in handy later!



INVERTED SONG OF TIME



SONG OF DOUBLE TIME



TERMINA FIELD



Termina Field connects each unique area of Termina. Clock Town is at the center, mountains are to the north, the sea is to the west, a swamp lies to the south and a canyon and graveyard rest to the east. The field's grasses and stumps hide many grottoes and treasures.



1 SOUTHWARD BOUND



The first leg of your quest as you race against time will be to the south. Exit Clock Town as Link through the southern gate and travel south toward the Southern Swamp.

2 STOCK UP ON ITEMS



Stock up on Rupees, hearts and ammo for your journey to the Southern Swamp. Use your sword to cut down tall grass—you never know what sort of useful things you'll find!

3 SKULL KID PORTRAIT

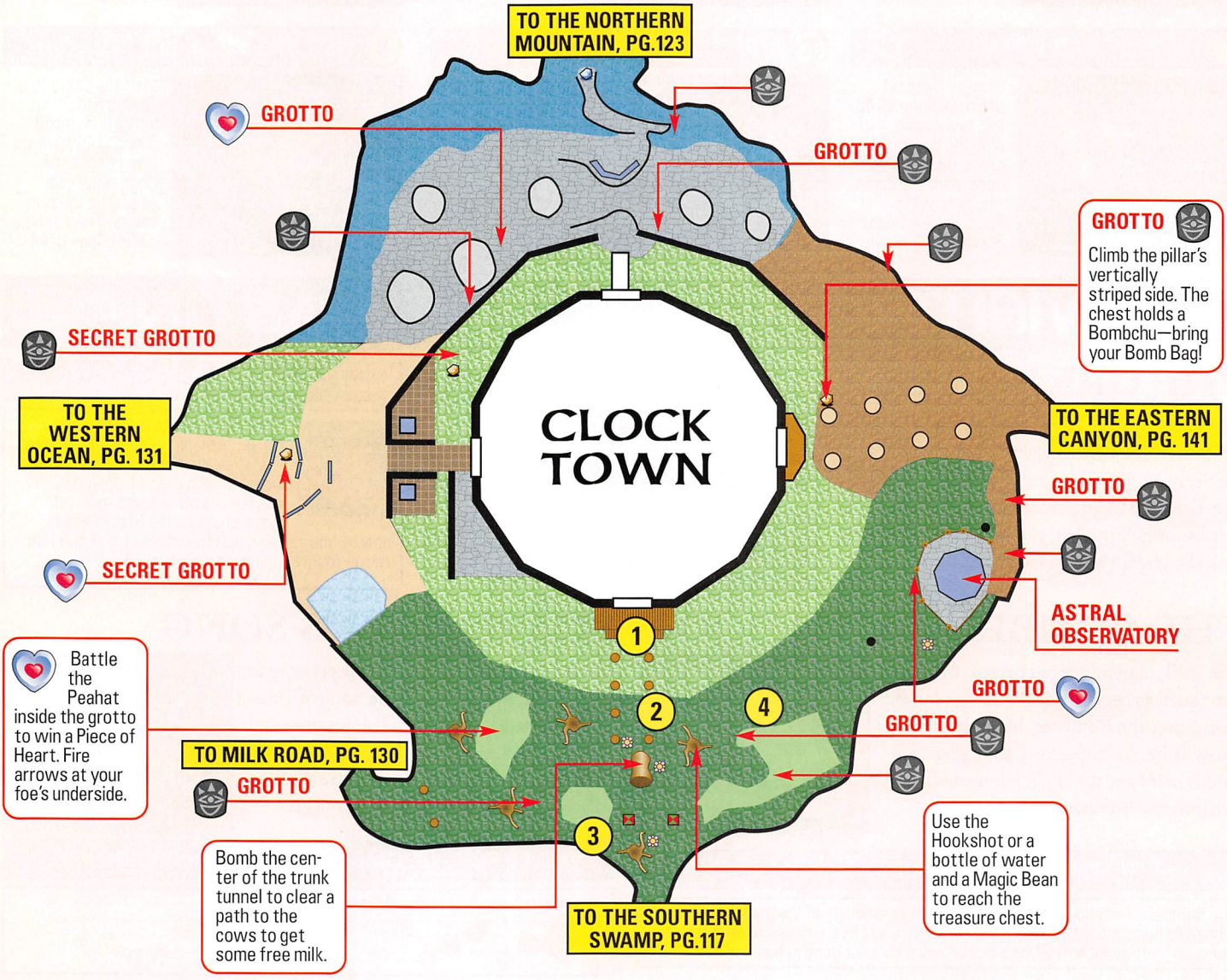


As you near the Southern Swamp entrance, you'll see a sketch on the trunk of a large tree. Tatl will tell you about when she first met the Skull Kid, shedding some light on the past.

4 SECRET GROTTO



A secret grotto is hidden in the tall grass northeast of the Southern Swamp entrance. The secret grotto has useful Deku Sticks and Deku Nuts inside—drop in and gather them.

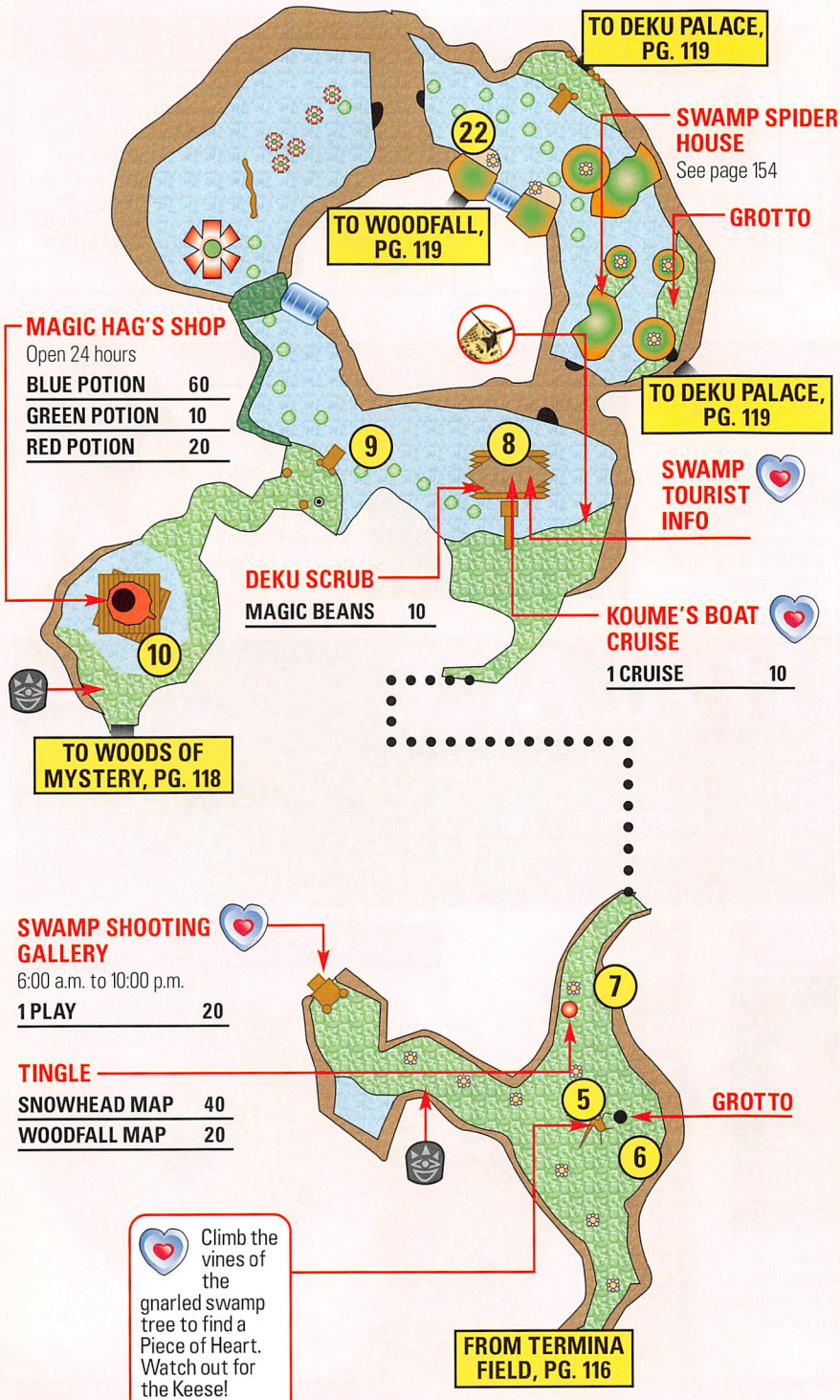


SOUTHERN SWAMP



The murky Southern Swamp is home to the Deku Palace and connects to the Woods of Mystery. The swamp's waters have recently turned dangerously poisonous, and strange monsters have appeared. Visit the Swamp Tourist Info as your first stop.





5 KEESE GUARD THE PIECE OF HEART



The giant tree that stands in the center of the path to the Southern Swamp has a Piece of Heart at its top. Keese fly around the tree—approach carefully and take out the Keese with your sword before climbing the vines to reach your prize.

6 SECRET GROTTO WITH DEKU STICKS

Drop into the secret grotto on the Southern Swamp path and defeat the snapping enemies inside to get some Deku Sticks. Don't forget to grab the Rupees inside while you're there!

7 TINGLE'S MANY MAPS



Tingle is hanging from his characteristic red balloon and selling his maps along the path to the Southern Swamp. He has a map for Woodfall and one for Snowhead. Grab the maps while you can—they'll come in handy later.

8 SWAMP TOURIST INFO HUT

Talk to the man behind the counter in the Swamp Tourist Info hut about entering the Pictograph Contest. Pick up the Pictograph Box from him and check the closed Koume's Boat Cruise office.

9 LILY-PAD HOPPING



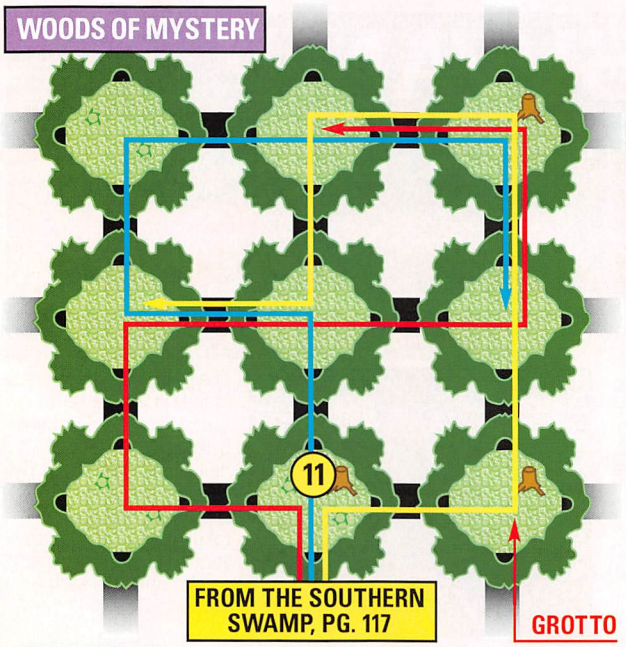
Take a moment to save your game at the Owl Statue outside of the Swamp Tourist Info hut and talk to the Deku Scrub there. Deku Scrub Link can hop across the lily pads to reach new areas of the swamp. Do so to reach the Magic Hag's shop.

10 MEET KOTAKE & SEARCH FOR KOUME



Speak to Kotake in the Magic Hag's shop. Kotake will ask you to search for her sister, Koume, who went into the Woods of Mystery to search for mushrooms but has not returned. After you reunite the sisters, you'll be able to purchase potions from the shop.

WOODS OF MYSTERY

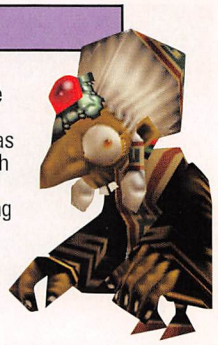


11 WHERE, OH WHERE IS KOUME?



You must find Koume in the Woods of Mystery, but the woods are a tricky maze. Follow your monkey guide as closely as you can. The path through the Woods of Mystery changes depending on what day it is.

- Day 1 Path
- Day 2 Path
- Day 3 Path



KOTAKE'S RED POTION



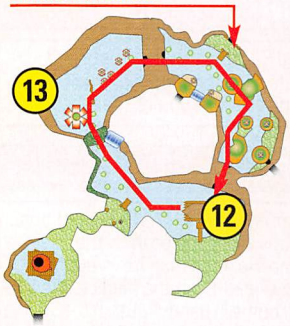
The Skull Kid attacked Koume, leaving her weak and stranded in the Woods of Mystery. When you find Koume, return to Kotake and get your first bottle. Return to Koume in the Woods of Mystery and give her the Red Potion to make her well.

A MONKEY IN NEED



After you help Koume in the Woods of Mystery, a monkey who witnessed the selfless act of bravery will approach you and ask you to rescue his brother. The monkey's innocent sibling is being held prisoner in the Deku Palace.

DEKU PALACE



12 TAKE A BOAT CRUISE



Save Koume, then return to the Swamp Tourist Info hut and talk to her to get a boat-cruise pass. Take the cruise and get off at the first stop—the Deku Palace.

13 SNAP A PICTOGRAPH SHOT



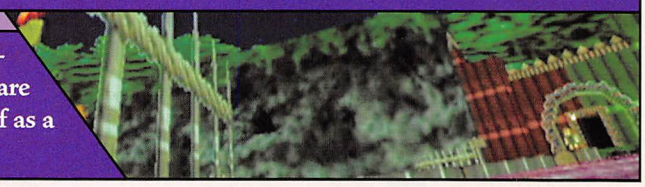
Pull out your Pictograph Box while on the cruise and snap a shot of the swamp-life. A good picture will earn you 20 Rupees or a free cruise to take later.



DEKU PALACE



The royal Deku family, consisting of the Deku King and his daughter, the Deku Princess, lives in the Deku Palace. Only Deku Scrubs are allowed past the palace guards. Link will have to disguise himself as a Deku Scrub to slip past the tight security.

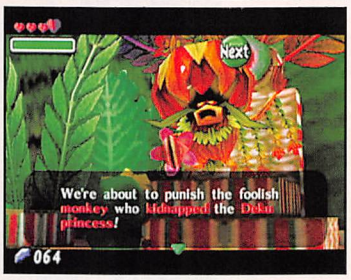


14 DON A DEKU DISGUISE



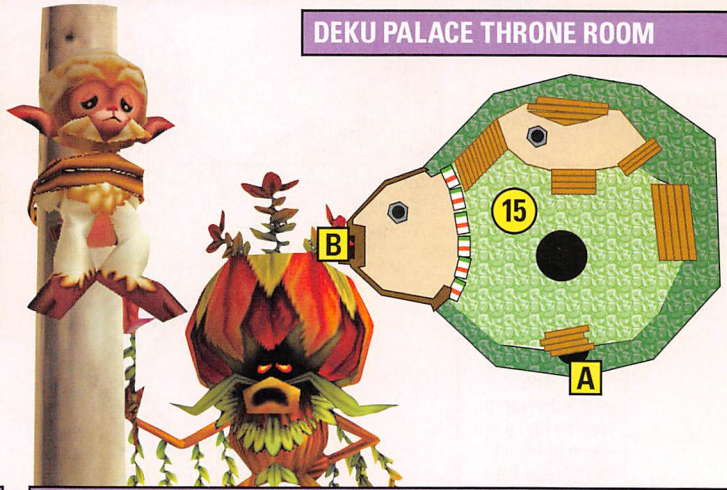
The Deku Scrub guards stationed at the Deku Palace entrance have been instructed to grant entry only to fellow Deku Scrubs. Use the Deku Mask to change into a Deku Scrub.

15 THE THRONE ROOM



The Deku King is up in arms about the sudden disappearance of his precious daughter, the Deku Princess. He blames her friend, a helpless monkey, for her demise.

DEKU PALACE THRONE ROOM



16 TREASURE IN THE WESTERN INNER PALACE GARDEN

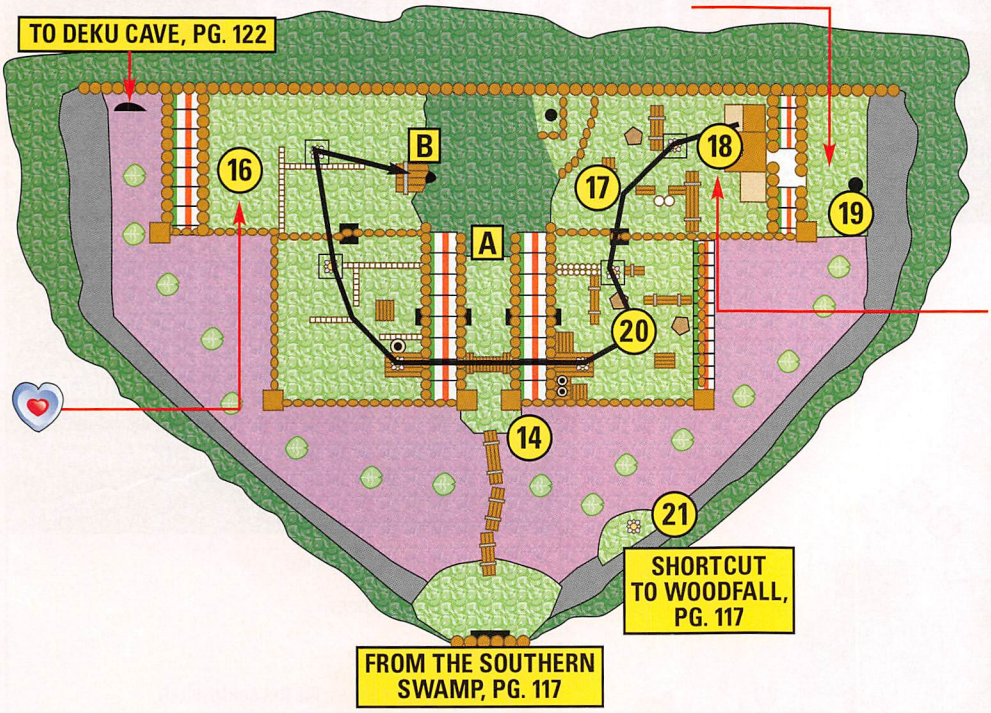


Enter the western half of the Inner Palace Garden and sneak past the Deku Scrub guards to snag a Piece of Heart along one of the hedgerows. Watch the guards' range of sight and move when their backs are turned.

CAUGHT AND KICKED OUT

If the guards catch you in the Inner Palace Garden, they'll throw you out of the Deku Palace and you'll end up back at the entrance. Redisguise yourself as a Deku Scrub if needed and walk past the entry guards for another try.

DEKU PALACE GROUNDS



17 THE EASTERN INNER GARDEN



Sneak past the guards in the eastern Inner Palace Garden (at night you can see their line of sight). Hide behind the walls and make your way to the grotto.

GROTTO: MAGIC BEAN SHOP

MAGIC BEANS 10



18 THE MAGIC-BEAN MERCHANT



The secret grotto in the eastern garden is home to a Magic Bean merchant. Buy some beans from him and store the grotto's spring water in your bottle.

19 LINK AND THE MAGIC BEAN STALK



As Deku Link, hop east across the lily pads around the palace's outer wall. Plant a Magic Bean in the soft soil to the northeast. Climb the stalk to the palace's upper level.

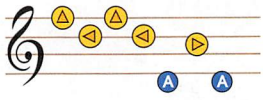
20 AS A DEKU SCRUB FLIES



To reach the area where the monkey is being held prisoner, you must fly across the Inner Palace Garden to sneak inside. Follow the black path on the map above.

THE SONATA OF AWAKENING

When you reach the imprisoned monkey in the throne room, show him your Deku Pipes (the Ocarina of Time won't do). The monkey will teach Deku Link the Sonata of Awakening—the key to entering Woodfall Temple.



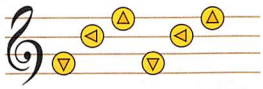
21 TAKE THE WOODFALL SHORTCUT



Exit the Deku Palace and hop to the shortcut to Woodfall as Deku Link. Hop into the flower buds and spring out to defeat the meddlesome dragonflies.

THE SONG OF SOARING

Talk to Kaepora Gaebora the owl and read the inscription on his statue to learn the Song of Soaring. Play the Song of Soaring anywhere to summon your feathered friend—he'll fly you to any Owl Statue you've slashed.

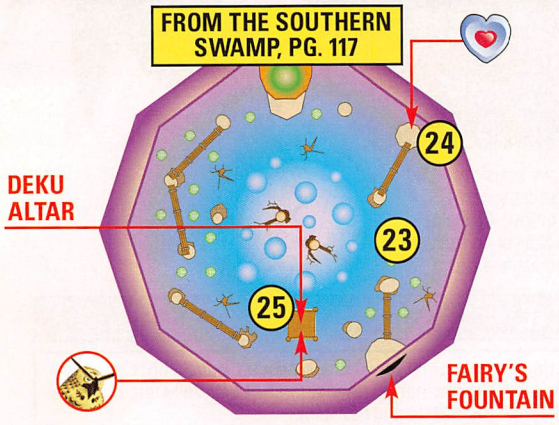


22 ENTER WOODFALL



The ledge across the waterfall from where you met Kaepora Gaebora leads to Woodfall. Float to the entrance as Deku Link—you've almost reached the temple.

WOODFALL



23 WALKING THE PLANKS



Walk the wooden planks above the poisonous bog to reach the Deku altar to the south. Watch out for enemies along the way—destroy them with magic bubbles.

24 GET THE PIECE OF HEART

If you're brave enough to hop and float all around Woodfall, your reward will be a Piece of Heart. The extra boost will come in handy for the temple trials ahead.

25 PLAY THE SONATA



When you reach the Deku altar, stand on the Deku symbol in the center of the platform and play the Sonata of Awakening to raise Woodfall Temple.

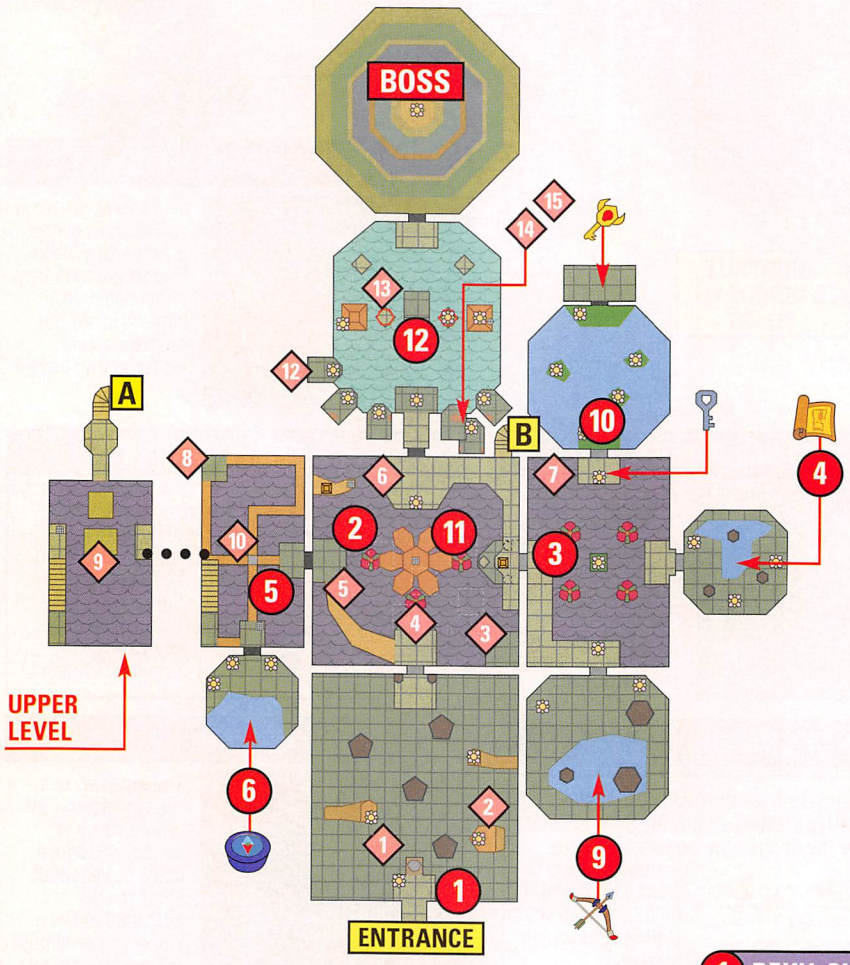
WOODFALL TEMPLE



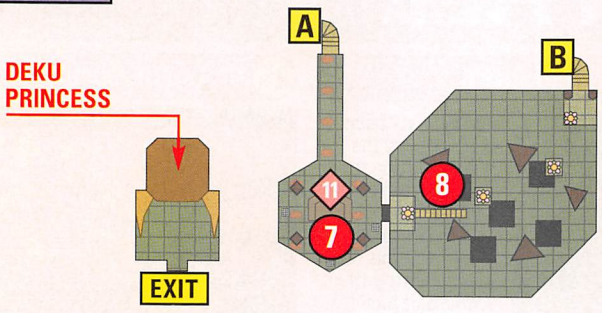
The once-peaceful Deku Temple has been transformed by a mysterious evil. Link must use his sword mastery and his newly acquired Deku Scrub abilities to reach the temple's boss. The Deku Princess and her innocent monkey friend are counting on you!



1ST FLOOR



2ND FLOOR



THE FAIRY FINDER



If you collect all the Stray Fairies in a temple, the Great Fairy in the area will reward you. Use the Great Fairy Mask and the numbers below to make the hunt a little easier.

1. At the temple entrance
2. In a treasure chest
3. In a jar
4. In a treasure chest; hit the gold switch
5. Defeat the Deku Baba
6. On the second level
7. In the beehive
8. Defeat the Skulltula on the wall
9. In the beehive
10. Under the boardwalk; dislodge the fairy with your bow
11. In a treasure chest; defeat all the Black Boes
12. In the alcove
13. In the alcove
14. In the alcove
15. In the alcove

1 DEKU-GLIDING



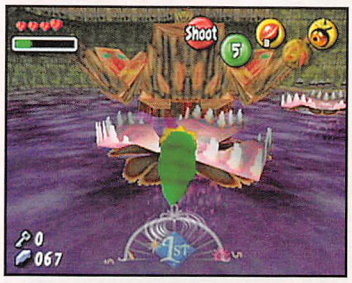
The temple's entry alcove consists of Deku Flowers atop pillars with a Black Boe-infested pit below. As Deku Link, carefully fly from flower to flower to reach the door on the other side.



FAIRY IN A BOTTLE

Having a fairy in a bottle with you at all times is a wise idea. Have a bottle ready whenever you see a fairy, and scoop her up for later use. If Link falls unconscious in battle, the fairy will leave the bottle and heal Link.

2 LINK-EATING PLANTS



The toothy floating flowers that grow throughout Woodfall Temple are no threat to Deku Scrubs. If you step on one of them as Link, however, you'll quickly find out that they're more harmful than they look!

3 SOAR FOR THE KEY



Use Deku Link to skip over the poisonous water to the center platform, where a Deku Flower waits. Hop into the Deku Flower and glide to the treasure chest on the opposite platform. Open the chest to find a key.

4 TOPSY TURTLES



Snappers' tough shells protect them from all attacks. Dive into a Deku Flower as Deku Link and wait for an unsuspecting Snapper to pass over you. Spring out and knock the turtle on its back, then strike it with your sword.



5 BLOCK MANEUVERING



Push the large stone block forward, then walk toward the torch. Face the block again and push it back to clear the path to the room's southern door.

6 WOODFALL TEMPLE COMPASS



Two dragonflies guard the compass room. Spring from the Deku Flowers to defeat the insects, then open the chest. The compass shows important locations on the temple map.

7 LIGHT THE WAY



Defeat the Black Boes that lurk in the dark corridor, then light a Deku Stick on the flaming torch. Quickly light each of the unlit torches with the Deku Stick to open the door.

8 PRECARIOUS PETALS



Platforms with Deku Flowers on them move high above a gaping chasm. Time your jumps from flower to flower carefully or you'll find yourself with nothing to land on. Watch out for the dragonflies that patrol the area—they'll take any opportunity to knock you out of the air. When you reach the other side, climb the stairs to the central chamber. Step on the golden switch as Link to activate two ladders.

9 BATTLE FOR THE HERO'S BOW



To proceed through the rest of the Woodfall Temple, Link needs the Hero's Bow. A fire-breathing Lizalfos guards the Hero's Bow and isn't about to let Link simply walk away with it. L-target the Lizalfos and strike it with your sword. Dodge its fire-breath attacks. After you defeat the Lizalfos, open the treasure chest to claim the Hero's Bow. Link can use the bow to hit switches and enemies with arrows from far away.

10 PESKY AMPHIBIANS



A poisonous frog and a Snapper guard the Boss Key. Spring from a Deku Flower to overturn the Snapper, then hit the frog with your bow.

11 THE GIANT DEKU FLOWER



Stand on the switch above the giant Deku Flower. Shoot an arrow through the flame and at the unlit torch in the flower's center. Hop onto the flower and light the next torch.

12 STOP THE FLAME



Hit the crystal switch with an arrow to lower the pillar of flame. Change into Deku Link and quickly fly to the pillar, then glide to the temple boss's door.

BOSS

ODOLWA

Steer clear of Odolwa's massive blade at all times. L-target the boss and hit him with arrows. Throw a bomb to distract his insect minions—they'll chase after it. Dodge the rocks that he sends crashing down from the ceiling. If you run out of arrows, finish him off with bombs.



BOW ATTACKS



Stay as far away from Odolwa as possible. L-target the mighty warrior and shoot a barrage of arrows his way.

THROW TARGETED BOMBS



If you run out of arrows, bombs will finish your foe. L-target the boss and hurl bombs—they'll explode on impact.

FREE THE DEKU PRINCESS



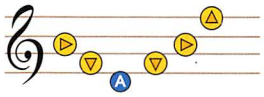
After you defeat Odolwa, the creature you freed will teach you the Oath to Order before warping you to the temple exit. Cut away the vines that cover the entrance to the adjacent chamber to find the trapped Deku Princess. Link will need to carry the princess out of Woodfall Temple and back to the Deku Palace somehow. The princess suggests you carry her in a bottle—equip an empty bottle and scoop up the Deku royalty.





OATH TO ORDER

As thanks for defeating Odolwa, the creature that you free will teach you the Oath to Order. Link will use it in his final confrontation with the Skull Kid.



STRAY-FAIRY DELIVERY



If you managed to round up all 15 Stray Fairies in Woodfall Temple, visit the Fairy's Fountain outside. She'll reward Link by increasing his spin attack's strength and radius.

THE PRINCESS'S HOMECOMING

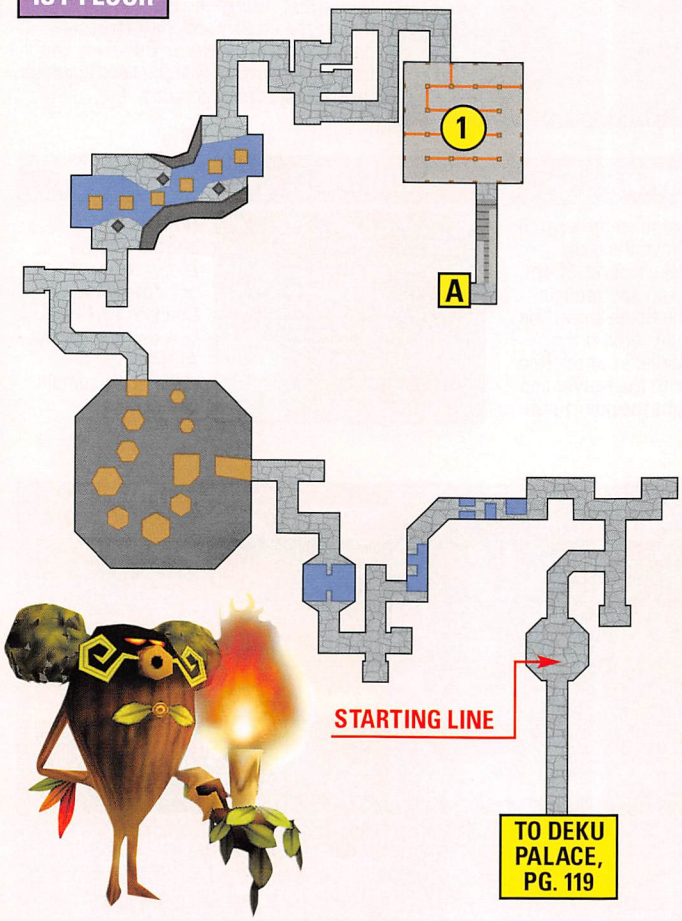


When you reach the Deku Palace's throne room, release the Deku Princess from her bottle. She'll explain everything to her father, including the monkey's innocence.

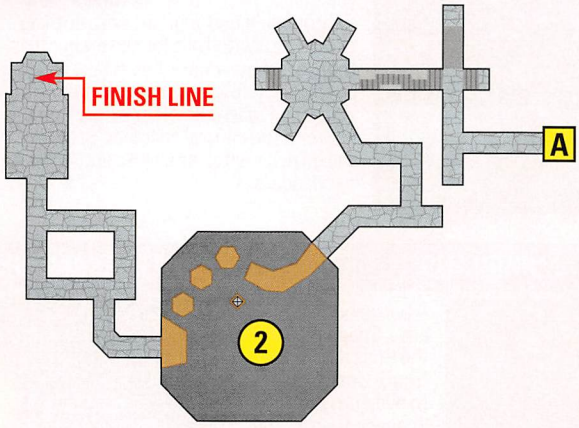
THE BUTLER'S GIFT

The Deku butler will give you the Mask of Scents if you beat him in a race. Your new mask will enable you to sniff out mushrooms, which Kotake will turn into a magic potion.

1ST FLOOR



2ND FLOOR



1 FLAME WALLS



Have the Deku Mask handy—you'll use it often. Watch out for flame walls—the orange lines on the map indicate where they will appear.

2 SHOOT THE CRYSTAL



Link can make the jumps across the narrow pillars easily, but you'll need to extinguish the flames first. Shoot the crystal switch with the Hero's Bow, then hop to it! You've almost reached the finish.

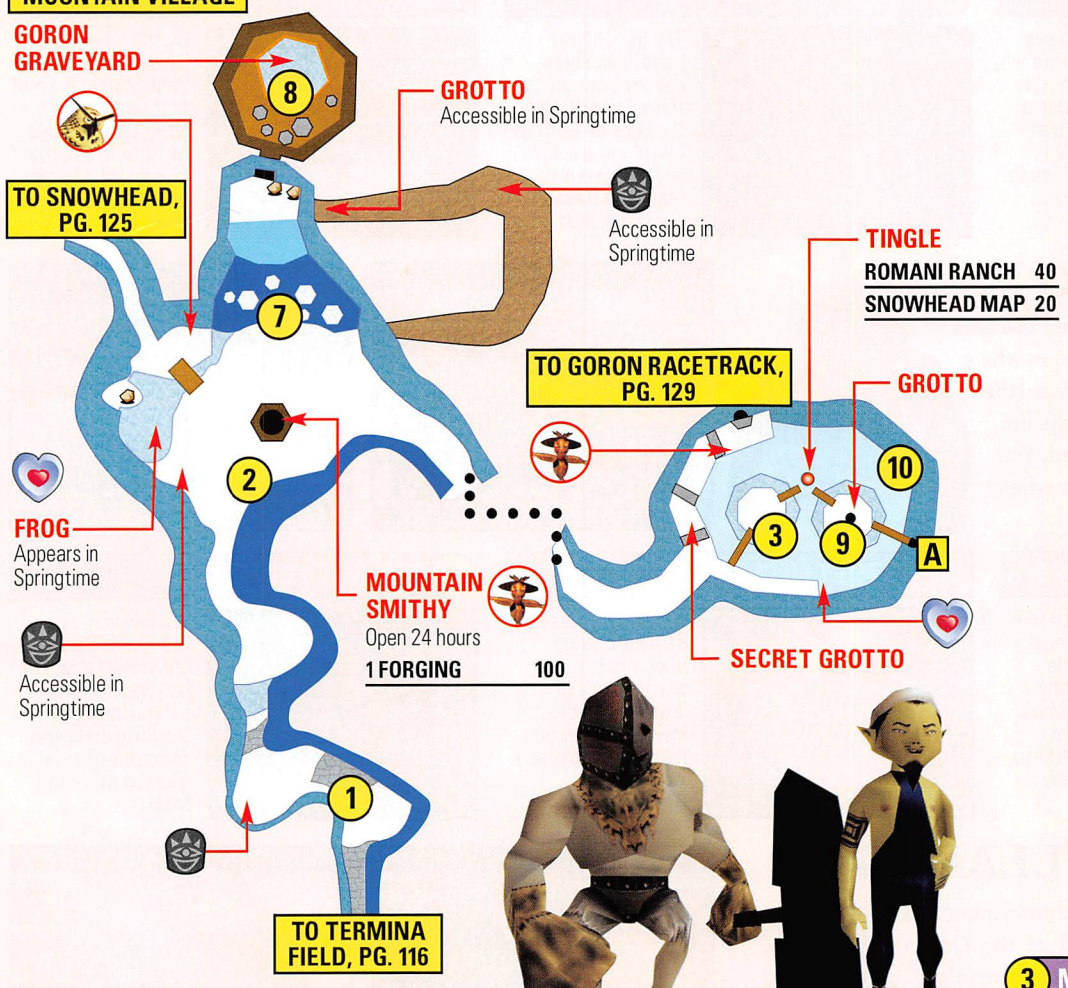
NORTHERN MOUNTAIN



With the Deku Princess safely returned to her father, it's time for Link to return to Day 1. Slow down time with the Inverted Song of Time, then restock your bombs and arrows. Leave Clock Town and head north to the ice that blocks the mountain path.



MOUNTAIN VILLAGE



SHATTER THE ICE



A dangerously cold ice wall lies between you and Northern Mountain. Aim your bow at the icicles that hang above the barrier. A few well-aimed arrows will send the icicles crashing down to shatter the ice wall.

BOMB THE SNOWBALLS



The boulder-sized snowballs are too big for Link to jump over, so toss a bomb at them to destroy them. (You'll need to buy the Bomb Bag in West Clock Town.) Snowballs often hide treasures or monsters.

1 WINTER WONDERS



White Wolfos prowl the snowy Northern Mountain. Their pelts make them blend into the snow, so be on your guard! L-target the lupines and strike their tails when they miss.

2 THE FROZEN SMITHY

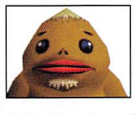


The Mountain Smithy can upgrade Link's sword for 100 Rupees, but the forge has been frozen over. You'll have to wait until it thaws to do business. See page 129.

3 MAPS FROM TINGLE

Somehow Tingle managed to get to Northern Mountain and is peddling a few new maps. Shoot him down with your bow to buy a map of the area.

HUNGRY AND FREEZING



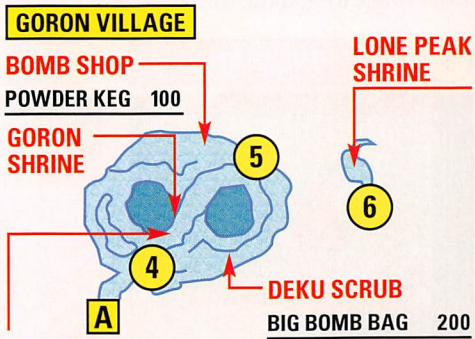
One Goron has become stranded on an ice plateau, unable to feed his grumbling tummy. Help the stranded Goron by feeding him a rock from the Goron Shrine. To get it, roll into the Shrine's chandelier.

4 THE GORON VILLAGE



The usually lively Goron Village is eerily vacant when Link appears. The Gorons are taking refuge from the cold in the Goron Shrine. Speak to the Goron gatekeeper—only a Goron can strike the ground with enough force to open the door.

GORON VILLAGE



GORON SHOP

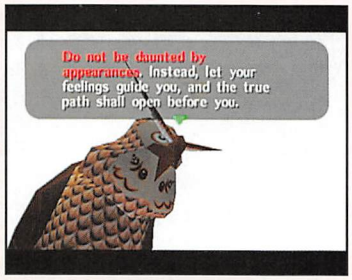
WINTER PRICES		SPRING PRICES	
ARROW X10	40	ARROW X10	20
BOMB X10	40	BOMB X10	10
RED POTION	80	RED POTION	50

THE LENS OF TRUTH



Link will find his old feathered friend, Kaepora Gaebora, awaiting him on the cliff across from Lone Peak Shrine. Talk to the owl and watch where his feathers fall when he flies away. The fallen feathers will fall on invisible platforms that lie between the cliff and Lone Peak Shrine. Hop from platform to platform across the chasm—enter the shrine where the Lens of Truth is hidden.





5 PATH OF FAITH



Wherever you see Kapora Gaebora's fallen feathers, it is safe to step. Jump from invisible platform to invisible platform to cross to Lone Peak Shrine.

6 WHAT YOU CAN'T SEE



The Skulltula in Lone Peak Shrine cavern is invisible to the naked eye. Use the Lens of Truth to reveal the arachnid and take it out to reach the treasure chest it guards.

THERE THEY ARE!



By the time you finish exploring Lone Peak Shrine, the owl feathers will be gone. Use the Lens of Truth to see the invisible platforms and make your way back.

GHOSTWALKING

Return to the cliff where you met Kaepora Gaebora the owl and use the Lens of Truth on the spot where a shadow appears to see the ghost of Darmani the Goron. Darmani's ghost will ask you to help him by following him to the Goron Graveyard. You won't need the Lens of Truth if you know where Darmani is going—point 8 on the map.







7 FOLLOWING DARMANI'S GHOST



Darmani's ghost will lead you to a frigid stream near the Mountain Smithy. Use the Deku Mask and quickly skip across the water to keep up with the apparition.

SCALE THE CLIFFSIDE



After you cross the stream, change back into Link and use the Lens of Truth to see the invisible ladder you must climb to reach the Goron Graveyard.

8 THE SONG OF HEALING



Inside Goron Graveyard, Darmani's ghost will tell you of his plight and plead for your help. Play the Song of Healing to soothe him—he'll give you the Goron Mask.

THE GORON LULLABY

The Goron Elder has gone missing and his young son's distressed cries echo off of every wall of the Goron Shrine. To soothe the little tyke's tears (not to mention the other Gorons' ears) Link must find out what ill fate has befallen the Goron Elder. As Darmani, punch the snow boulder (Tatl will point it out) near Tingle to find the frozen elder.







9 HOT SPRING WATER



You must thaw out the elder to speak to him. Return to the Goron Graveyard and pull Darmani's gravestone to unblock the hot spring. Bottle the hot water and race back before it cools.

10 LULLABY INTRO

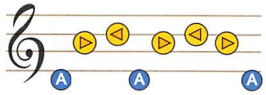


Pour the steaming spring water on the ice that encases the entrance to a grotto. Use the hot water inside to free the Goron Elder nearby, who will teach you the Goron Lullaby Intro.



THE GORON LULLABY

The Goron Elder will teach you the Goron Lullaby Intro after you save him. Return to the Goron Shrine and play the intro for the crying baby to learn the rest of the song. The lullaby will soothe to sleep those who hear it.

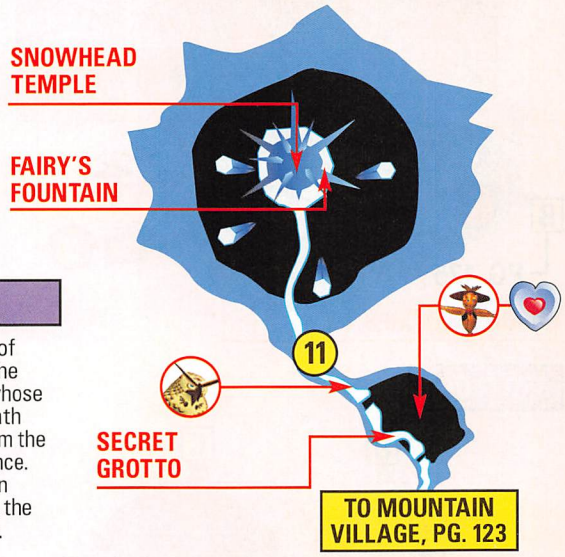


SNOWHEAD

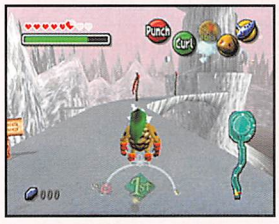
LULL THE GIANT

As a Goron, curl up and roll along the path to Snowhead. When you gain enough speed, spikes will sprout from your body, allowing you to soar across ramps and over chasms. When you approach the narrow path to Snowhead, a powerful gust will keep you from continuing.





11 LAST CHANCE TO SAVE



Your last chance to save your progress before entering Snowhead Temple is at the Owl Statue on the narrow path. Break the small snowballs to find hearts, then save.

LULL THE GIANT TO SLEEP



Use the Lens of Truth to see the Goron giant whose powerful breath keeps you from the temple entrance. Play the Goron Lullaby to put the giant to sleep.

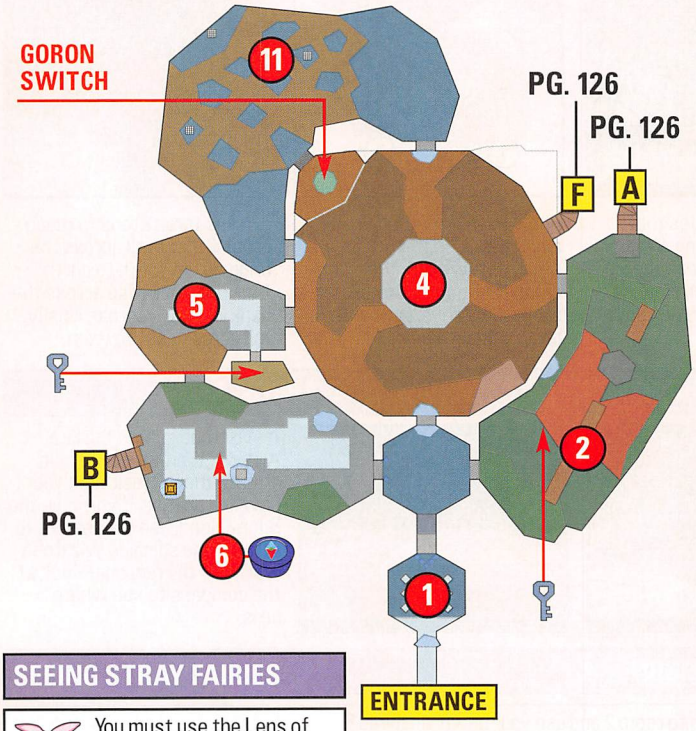
SNOWHEAD TEMPLE



Snowhead Temple is a mountainous maze of icy caverns, dangerous crevasses and arctic beasts. You'll be making good use of the Goron Mask to move massive blocks, pound heavy switches and roll over ramps to cross wide gaps. The Gorons are counting on you!



1ST FLOOR



SEEING STRAY FAIRIES

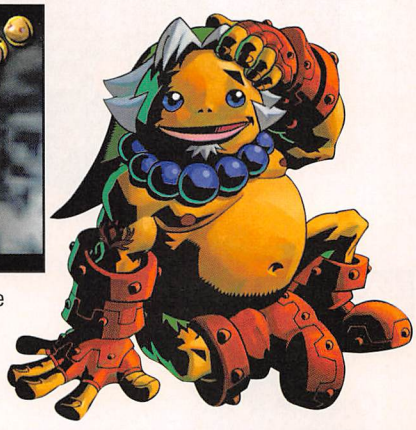


You must use the Lens of Truth to see many of the Stray Fairies. Consult the Fairy Finder on page 128.

1 CLEAR THE WAY



The block at the temple's entrance is too heavy for Link to budge. Assume your Goron alter ego to boost your strength, and push the block away.



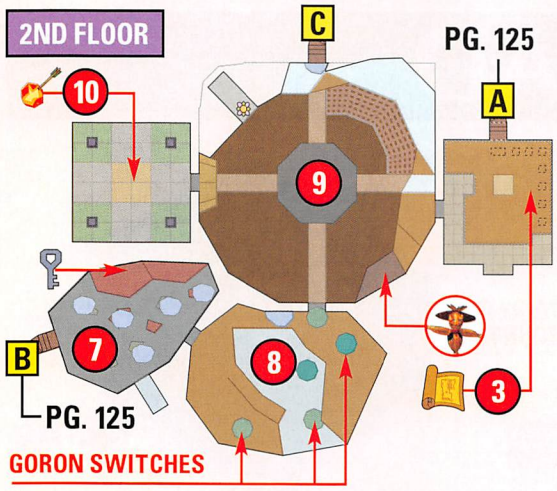
2 GORON RAMP-ROLLIN'



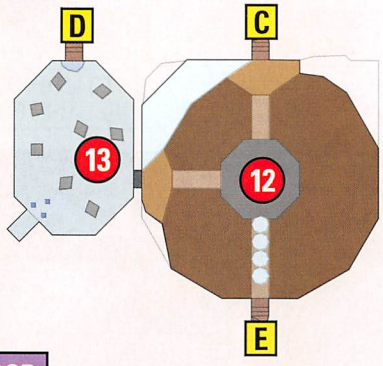


The gaps between the bridge sections in the lava-pit room are too far apart for Link to jump—use the Goron roll to fly over the ramps. Stop rolling on the last bridge section and change back into Link to make the final jump to stairway A.

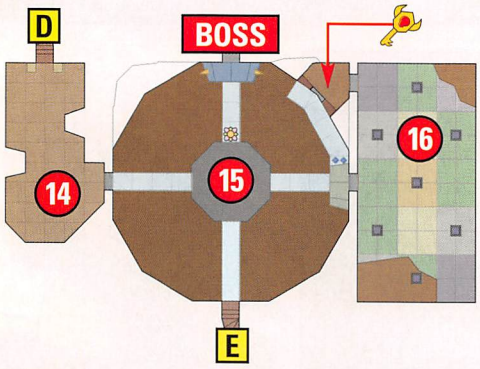
2ND FLOOR



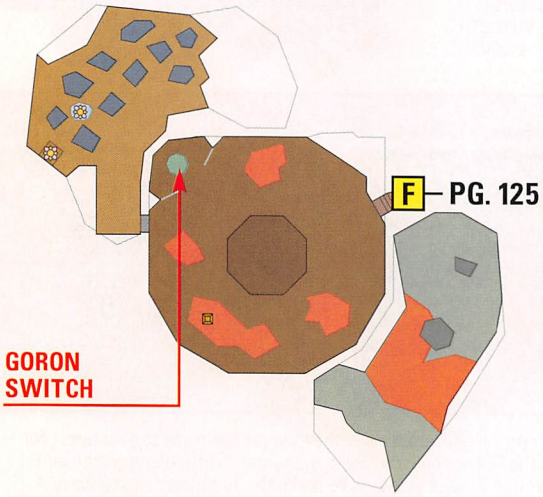
3RD FLOOR



4TH FLOOR



BASEMENT



3 TEMPLE MAP



Open the treasure chest to the left of the doorway to find the Snowhead Temple map. Watch out for the Real Bombchu that patrols the room or it'll explode on you.

4 INNER CHAMBER



A central chamber that spans all five floors of the temple connects the outlying rooms. You'll return to the temple's center many times as you unlock doors and hit switches.

5 BLOCKED KEY



Defeat the Ice Keese, then pull the stones out of the wall to your left to reveal a small opening. Enter the alcove and open the treasure chest to find a key.

4 MAKESHIFT FIRE ARROW





Exit room 5 and turn right. Shoot an arrow at the large block of ice. Aim your shot so that your arrow passes through the torch and melts the ice on impact. Enter the door behind the ice.

6 BOMB THE WALL





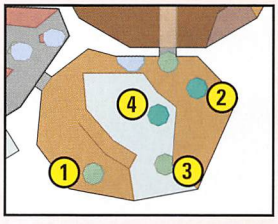
Take out the Wolfos, then open the treasure chest to get the compass. Walk over to the cracked spot on the wall and place a bomb. When the bomb explodes, a secret passage with stairs that lead to the second floor will be revealed. Take the stairs up.

7 ICE-BREAKER



Shoot the blue icicles that hang from the ceiling. When they fall, they'll break the ice blocks below them, clearing your path. Destroy the snowball to get a key.

8 SWITCH STOMP



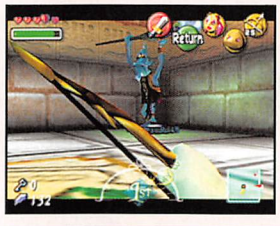
Room 8 requires good timing and speed. Use the Goron stomp on switch 1, then jump across the gap as Link. Goron-stomp switches 2 and 3, then climb column 4 and exit.

9 TRICKY ROLLING



It takes three steps to reach room 10. First roll across the bridge from south to north, then roll clockwise across the bank in the NE corner. Finally, roll across east to west.

10 DEFEAT THE WIZZROBE TO GET THE FIRE ARROWS





A Wizzrobe guards the Fire Arrows. Wait for him to spin around, then attack with your bow and arrows. If you have the Bunny Hood, use your sword to attack. The spinning Wizzrobe is always the real one—look at the compass to see where he is.

BURN BABY, BURN



Return to room 2 and use your newly acquired Fire Arrows to defeat the Freezards and melt the block of ice by the wall. Behind the ice block is one last Freezard. Defeat it to pick up a Small Key. Fire Arrows consume magic, so be aware of your magic meter when you use them.

4 FIRE AND ICE



With the power of fire at your disposal, you can melt the large blocks of ice that stood between you and some areas. Return to room 4 and melt the ice around the door.

11 LIGHT MY FIRE



Destroy the Freezards with your Fire Arrows to make a chest appear, then light the three torches with the Fire Arrows to open the locked door. Move quickly!

4 THE GORON POUND



Goron switches take a lot of force to activate. Don the Goron Mask to change into Darmani and perform the ground pound to push the switch, raising the pillar.

3 A REALLY BIG SWITCH





After pressing the switch in room 4, work your way to room 3 via rooms 11, 4, 1 and 2. Hop on the block in the center of room 3 and shoot the Freezard and the eye switch above you with Fire Arrows. Ride the lift up to the third floor and jump off.

9 TREAD ON THE NET





You could use the Goron roll technique across the snow bank to go from room 3 to stairway C, but there's an easier way! As Link, walk counterclockwise across the net below the snow bank, melt the ice block then ascend the stairs to floor three.

12 SNOWROLLER



Use the Goron Mask to change into Darmani, then perform a Goron roll to cross the snowbank between the stairs and room 13. Stop rolling at the eastern ledge.

13 EENO TARGET PRACTICE



The boulder-throwing Eenos that appear in room 13 will split and form little versions of themselves if you hit them with your sword. Instead, use a Fire Arrow to melt them with one shot.

14 A DUO OF DINALFOS



The two Dinalfos in room 14 are quick, hard-hitting reptilian warriors. Use Darmani's pound move to knock them silly, or L-target the Dinalfos, equip your bow and use Fire Arrows on them.

15 DON'T LOOK DOWN



If you're afraid of heights don't look down, but the view is pretty spectacular from the fourth floor. Tread carefully across the path to the door and go through it to reach room 16.

16 WIZZROBE REMATCH



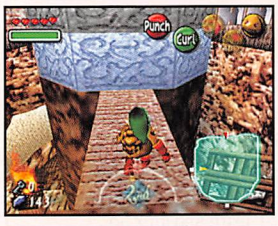
The Wizzrobe is back for a rematch with Link, but this time the prize is the Boss Key. Use the same strategy as before, but watch out when he materializes on the room's ledge.

9 PILLAR PUNCH



After you snag the Boss Key, exit the room and go to room 9 via rooms 14, 13 and 12. Face the pillar's blue sections as Darmani—punch the blue sections to destroy them.

12 PILLAR PUNCH: PART TWO!



Goron-roll across the snow bank then head upstairs. Punch the blue segments, then return to the newly shortened pillar top. Punch the snowballs and ascend the stairs.

15 THE FINAL JUMP



You've got one last jump to pull off, and it's not an easy one. As Darmani, build up as much speed as you can on your Goron roll to make the jump—it's a long way down if you fall.



AWAKEN GOHT WITH A FIRE ARROW



When you first encounter Snowhead Temple's boss, Goht, it is encased in thick ice. Shoot a Fire Arrow at the ice to free your foe. Goht will immediately begin running around, stomping everything in its path. Quickly use the Goron Mask to transform into Darmani and roll out of the way—the battle has begun!

BOSS

GOHT



Goht is a frenzied mechanical bull and Snowhead Temple's guardian beast. There are two ways to defeat your foe—stand back and send a shower of Fire Arrows its way, or use the Goron Mask and hit its feet with your rock-hard spikes. Using the Fire Arrow method takes much longer, but either way you'll be dodging lightning, bombs and chunks of the ceiling.

FIRE-ARROW TACTICS



Stand back near the entrance and shoot Fire Arrows at Goht from a safe distance. It takes longer, but there's less risk of getting trampled.

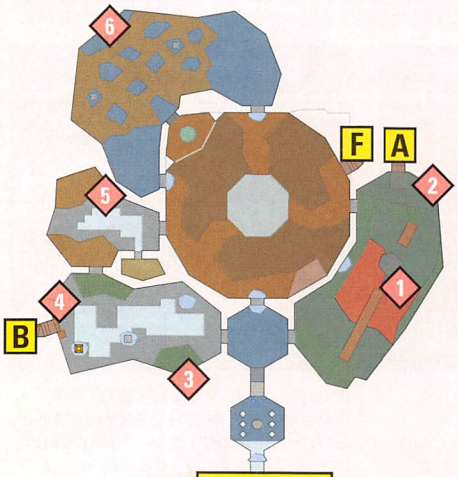
GORON-ROLL GRIND



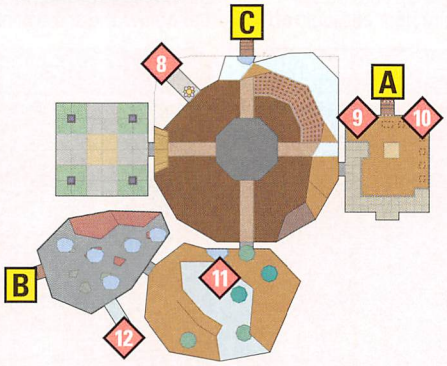
Curl up as Darmani and gain momentum as you Goron-roll around Goht's lair. Hit your foe with your spikes as it charges by, then swerve out of harm's way.

SNOWHEAD TEMPLE FAIRIES

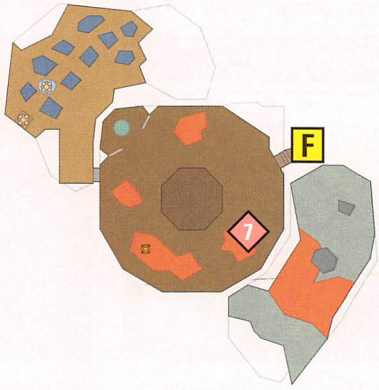
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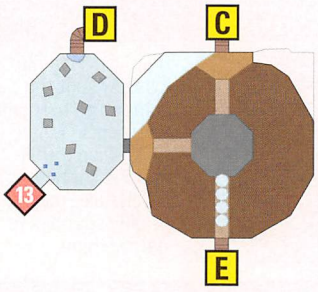
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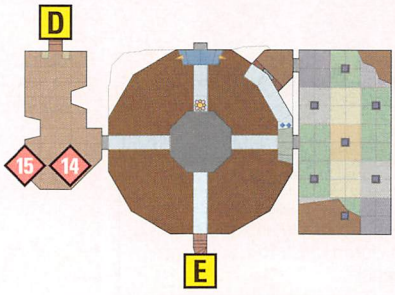
BASEMENT



3RD FLOOR



4TH FLOOR



SEE THE TRUTH



Many Stray Fairies in Snowhead Temple are in invisible alcoves or chests. Use the Great Fairy Mask to detect the fairies, then use the Lens of Truth to search the area.

DRAW THEM TO YOU



After you burst a bubble that a Stray Fairy is stuck in, the fairy may be out of reach. To make the Stray Fairies come to you, wear the Great Fairy Mask.

THE FAIRY FINDER

Use arrows to burst the bubbles many Stray Fairies are in, then use the Great Fairy Mask.

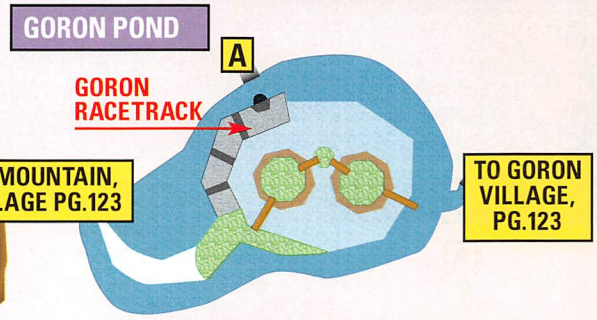
1. In a cage atop the center pillar; use an arrow
2. Underneath a square ledge on the back wall; use an arrow
3. In a chest that appears when you hit the gold switch
4. In the wooden crate
5. In a chest; make the chest appear in room 6 first
6. Defeat the Freezards with Fire Arrows
7. Step on the gold floor switch in the lava; use the Goron Mask
8. In a chest on a ledge; use the Lens of Truth and the Deku Mask
9. In a bubble out in the open
10. In a chest; destroy the Freezards, hit the eye switch and use the Lens of Truth
11. In a chest; use the Lens of Truth
12. In a bubble; use the Lens of Truth and look up
13. In a bubble; use the Lens of Truth and an arrow
14. Defeat the two Dinalfos
15. Defeat the two Dinalfos

AFTER DEFEATING GOHT

POWDER KEG TEST

Once you defeat Goht, the snow and ice on Northern Mountain will magically melt, making way for spring. Goron Village is saved, but Link has one last task to complete before leaving the mountain. Every spring, the Gorons have annual races at the Goron Racetrack. Unfortunately, a massive boulder blocks the racetrack entrance—unblock it!





THE MIGHTY GORON POWDER KEG



Demolition experts that they are, Gorons make Powder Kegs. Their destructive power is unmatched by any explosive in the land, so you'll have to pass a test before you can use them. Powder Kegs are exceptionally heavy—when transporting one, carry it overhead.

THE POWDER KEG SHOP



The Powder Keg shop owner won't sell his powerful explosives to just any hero. You must pass his test to prove that you can use a Powder Keg properly.

HOW TO HANDLE A POWDER KEG

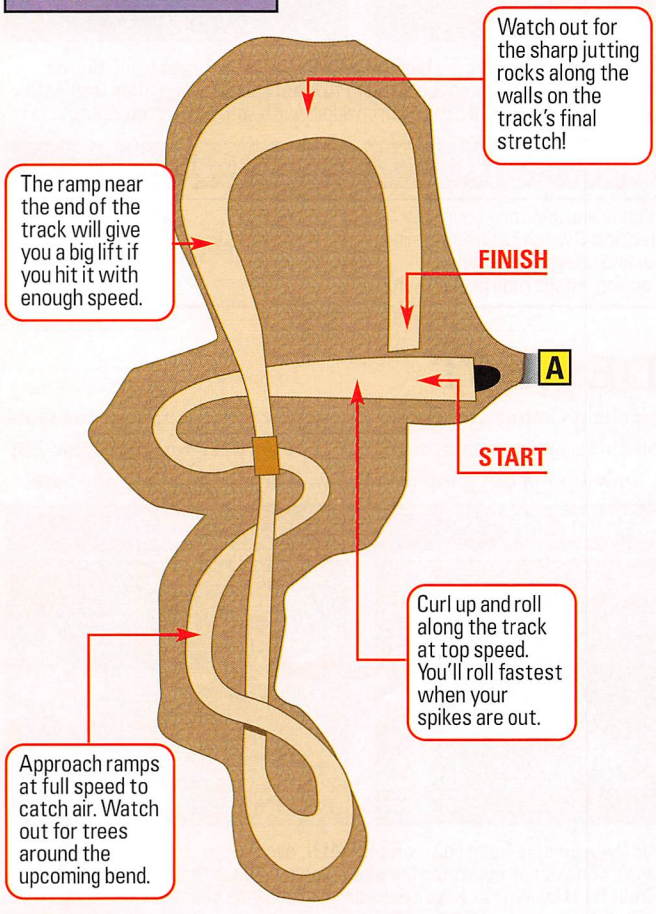


Exit the shop and begin your test—the clock is ticking! Carry the keg over level ground and toss it up ramps. Use the keg to destroy the boulder blocking the track.

A DAY AT THE RACES

After you've opened the passage to the Goron Racetrack, the festivities will ensue. The Goron Elder's son wants to see his hero, the great Darmani, participate in the races. Don't let the little tyke down! If you win the race, you'll get some rare and valuable gold dust—a component you'll need to upgrade Link's sword at the Mountain Smithy.

GORON RACETRACK



THE GILDED SWORD

One of the finest swords Link can wield (bested only by the Great Fairy Sword) is the Gilded Sword crafted by the blacksmiths at the Mountain Smithy. The Gilded Sword is an upgrade from the Razor Sword and requires gold dust to make.





Defeat Goht to bring about springtime. After you beat Goht once, use the portal to return after you turn back time.



On Day 1 (or Day 2 at the latest), use a Fire Arrow to melt the ice around the forge at the Mountain Smithy.



Deposit 200 Rupees in the bank to get the Adult Wallet. Pay the smithy 100 Rupees to upgrade to the Razor Sword.



Pass the Powder Keg test and unblock the racetrack. Return to the Powder Keg shop owner to be certified.



To upgrade the Razor Sword, you need gold dust. Win the gold dust by coming in first in the springtime Goron races.



Take the gold dust to the Mountain Smithy and give him your sword. Return the following morning to pick up the Gilded Sword.



THE FINISHED PRODUCT

Both sword upgrades take one day to complete, so it's best to start them on Day 1. The Razor Sword's edges will dull after 100 blows. The Gilded Sword has a longer blade, making it easier to strike enemies from a safe distance, that never dulls. Upgrading your swords is time-consuming, but worth it!

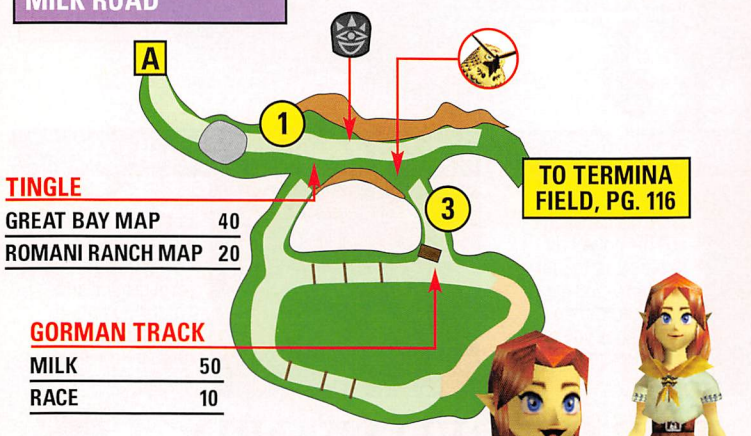
ROMANI RANCH



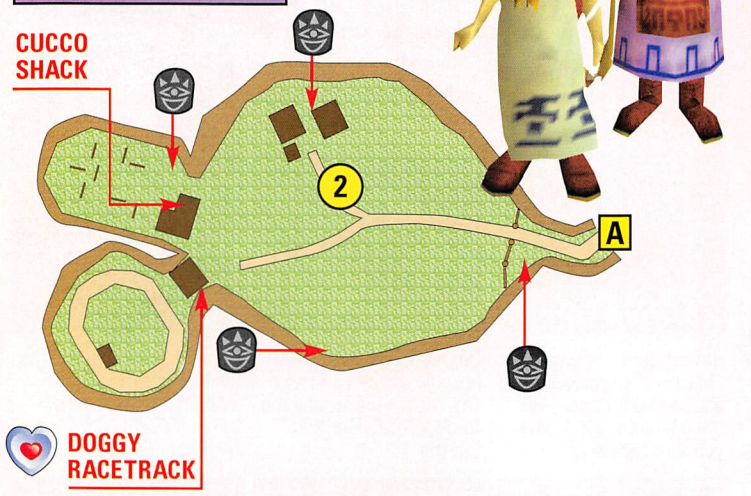
Once you have the Powder-Keg certification, use one of the explosives to blast a way through Milk Road, southwest of Clock Town. Milk Road leads to Romani Ranch, home of the finest milk in all of Termina. It also lead to Romani's stables where Epona is.



MILK ROAD



ROMANI RANCH



1 CLEAR THE WAY TO ROMANI RANCH

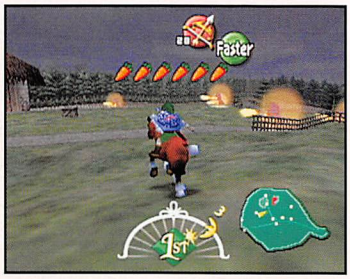




A huge boulder blocks entry to Milk Road, making it impossible for anyone to enter or exit. Buy a Powder Keg from the shop in Goron Village and take it to Milk Road. Throw the keg at the boulder to destroy it and clear the path.

2 DEFEND THE MILK COWS FROM ALIEN INVADERS



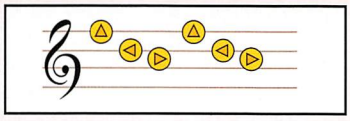


The Romani Ranch milk cows are being mysteriously abducted at night. Hop on Epona, complete Romani's practice session to learn Epona's Song, then wait until nightfall. Help Romani fend off the alien invaders with your bow on horseback.

RIDING AND SHOOTING

Riding Epona and shooting your bow take practice. Switch between aiming the bow and riding Epona. When you're aiming, Epona runs on her own.

EPONA'S SONG



3 THE GORMAN BROTHERS

The scheming Gorman brothers run a horse racetrack along the way to Romani Ranch. The brothers are always looking for a quick Rupee—they sell milk that tastes strangely like Romani Ranch's milk. You can challenge the Gorman Brothers to a horse race for 10 Rupees. If you win, you'll get the Garo's Mask, which you'll need later.



Pay the Gorman brothers 10 Rupees for a horse race. You have to beat both of the underhanded brothers to win.



Use carrots to pull ahead when the race starts. Block the brothers from passing you and jump fences to save time.

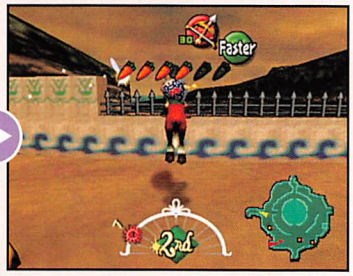


RIDE WEST

After you help Cremia and Romani save their ranch, and beat the Gorman brothers at their own race, ride Epona west toward Great Bay Coast. Only Epona can jump over the wall on the coast's sandy path.

EQUESTRIAN TIPS





After you learn Epona's Song you won't forget it, even when you go back to Day 1. Use Epona's Song to call Epona to your side, then ride west through Termina Field to the Great Bay Coast path. Feed Epona carrots and leap over the high fence.

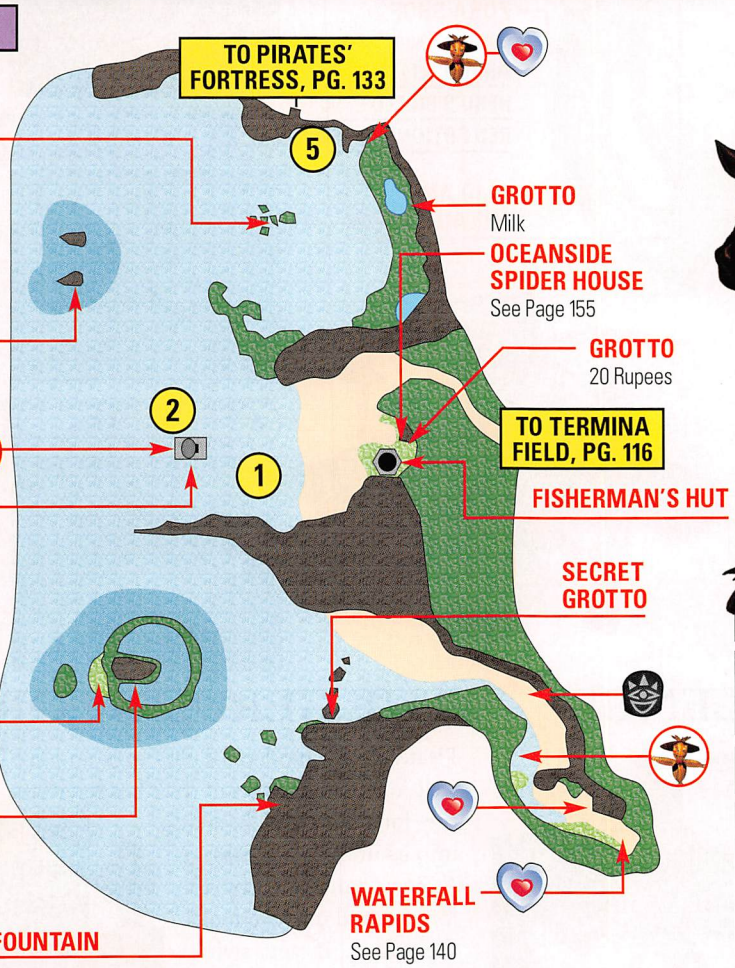
WESTERN OCEAN



The Western Ocean is home to the aquatic Zoras and the Gerudo—a band of female pirates. From stolen Zora Eggs to a singer who's mysteriously lost her voice, there's plenty of trouble brewing in the Great Bay Coast to keep Link busy for three days' time.



GREAT BAY COAST





EPONA CAN'T BE TOUCHED

Ride Epona around to avoid being attacked by the dangerous sea life. Neither Epona nor Link can be harmed while Link rides horseback.

WATERFALL RAPIDS RACE

The local beaver family runs a Waterfall Rapids race in The Great Bay Coast's southeastern corner. If you complete their two races within the time limit, you'll win a bottle. Extra bottles really come in handy when collecting the stolen Zora Eggs.

1 MIKAU'S DILEMMA

Grab Mikau, who is floating out in the water when you reach Great Bay Coast, and pull him to shore. Mikau will tell you about the stolen Zora Eggs and his failure to retrieve them from the Gerudo. Play the Song of Healing to help Mikau rest in peace—you'll inherit the Zora Mask once he's passed on.



PLAY THE SONG OF HEALING



Push Mikau to shore to hear his plight. Play the Song of Healing for him—you'll receive the Zora Mask, which will allow you to inhabit Mikau's body.



2 MARINE RESEARCH LAB

The professor at the Marine Research Lab will tell you that he needs to care for the Zora Eggs in his temperature-regulated aquarium because of the Western Ocean's recent rise in water temperature. Strangely, the Zoras have failed to deliver their eggs. Head to Zora Hall to find out why.

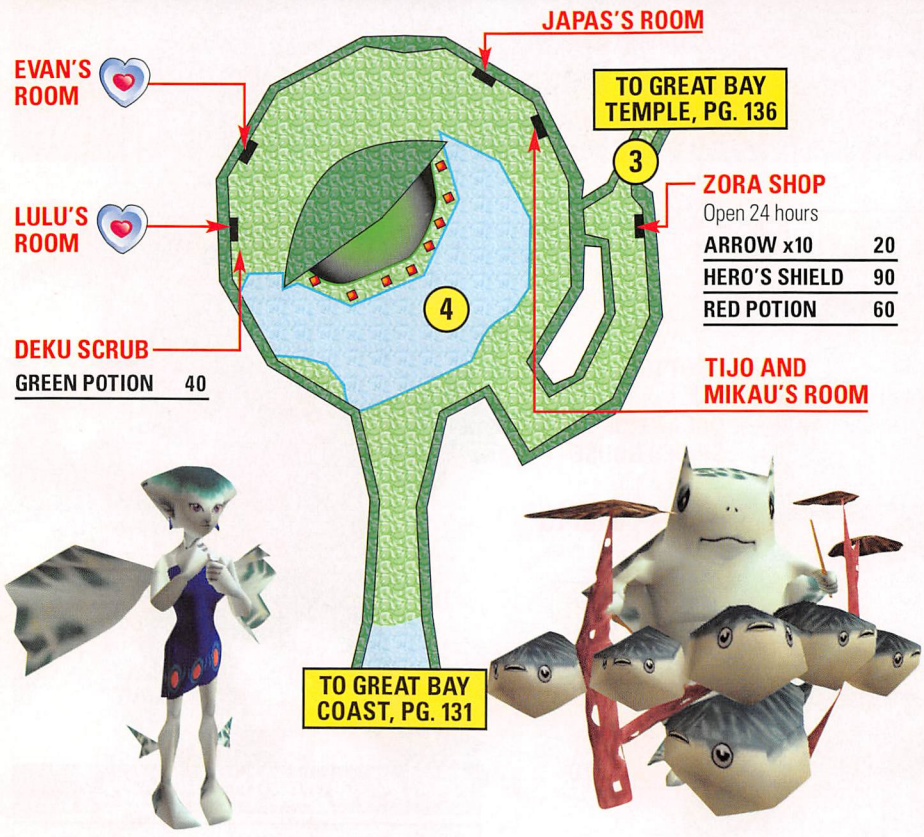


VISIT TO THE RESEARCH LAB



Talk to the professor in the Marine Research Lab to find out about the missing Zora Eggs. If you wear a mask, he'll react differently to you. The professor will tell you your next destination—Zora Hall, at the ocean's floor. You can fit only one Zora Egg in a bottle at a time and you must keep them in bottles. If you travel back in time, the eggs will disappear.

ZORA HALL



WALKING ON THE SEAFLOOR



Use the Zora Mask to assume Mikau's body, then head to the Western Ocean's southern section. Press and hold B to sink to the ocean floor. When you touch down, you'll be able to launch your sharp boomerang fins at enemies.

3 ZORA HALL'S BACK ENTRANCE



You can enter Zora Hall two ways—by the back entrance or by the underwater entrance. If you surface on the hall's rear ledge, you'll find Lulu—the famous Zora singer who has lost her voice and Zora Eggs—gazing out to sea.

4 ZORA HALL'S UNDERWATER ENTRANCE



The Zora Hall's underwater entrance will take you to the front of the hall. Watch out for Skull Fish and Like Likes underwater. Use your boomerang fins and Zora Shield to defeat the aquatic foes.

THE SOUND OF SILENCE

If you wear the Zora Mask, everyone in Zora Hall will assume you're Mikau. Talk to all of your bandmates who are in their dressing rooms near the stage. In Lulu's room, read her diary to learn about the recent events, then talk to Evan for more clues.



TIJO THE DRUMMER



Tijo is the drummer of The Indigo-Gos and shares a room with Mikau. Talk to him as Mikau to learn about the trouble brewing at the Great Bay Temple.

EVAN THE KEYBOARDIST



Evan the keyboardist, along with the rest of the band, has been worried sick about Mikau and the loss of Lulu's voice. You can get a Piece of Heart from the band members later (see page 159).

LULU'S BIGGEST FAN

When you notice Lulu's crazed fan trying to break into her room, he'll flee to the hall's balcony. All he wants is a pictograph of Lulu. He'll give you five Rupees for a normal shot of Lulu, or 20 Rupees for one of her after her voice has returned.

THE GERUDO FORTRESS

Pirates have plundered Lulu's eggs and are keeping them within the well-fortified bulwarks of their headquarters. The only way to infiltrate the fortress is by breaking into its underwater passage. A Zora hangs out by the fortress wall that overlooks the ocean. If you swim around the corner south of him then dive to the bottom, you'll find a boarded-up wall.



5 INFILTRATING THE FORTRESS



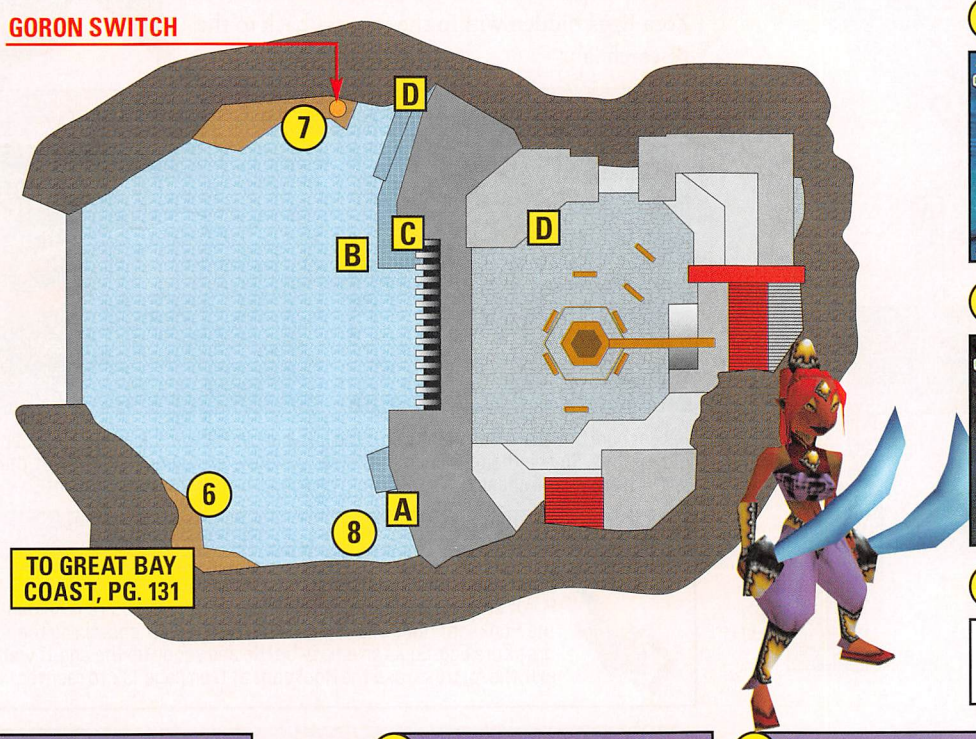
There's only one way into the Pirates' Fortress. Look for the boarded-up section of sea wall and bust into the area that is second from the left. Behind it is the passage leading to the fortress where Lulu's eggs are being held captive.

PIRATES' FORTRESS



Four of Lulu's missing eggs are in the Pirates' Fortress. The guards who patrol the fortress will kick you out if they see you. Sneak past while wearing the Stone Mask, or stun the pirates with an arrow to render them unconscious long enough for you to dash by.





6 AVOID THE BOAT PATROLS



Dive into the water as Mikau when no boats are nearby. Swim to the underwater ramp in the north half of the pool and walk up it. Surface when the coast is clear.

7 GORON-POUND THE SWITCH

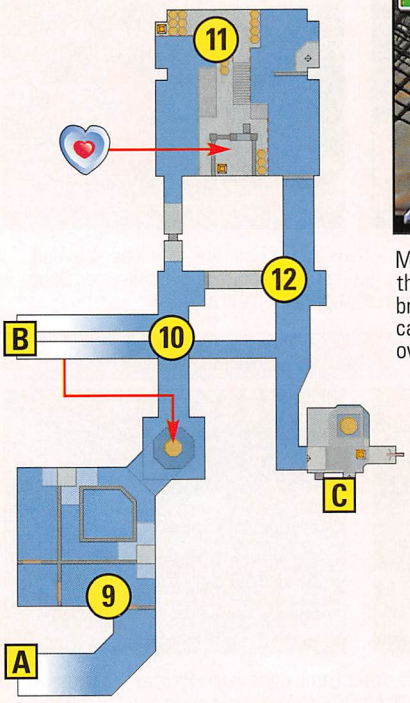


Put on the Goron Mask and throw your weight onto the circular switch. By giving it a good pound, you'll open the underwater gate at point A on the map to the left.

8 ENTER THE UNDERWATER CAVE

Walk down the ramp and slip back into the water. Swim to the underwater entrance when the boats have sailed out of view.

UNDERWATER GATES



9 PUSHING BLOCKS



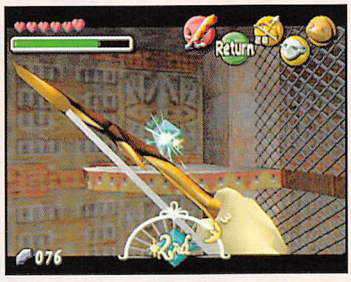
Move the blocks to reach the geyser, then ride it up. To reach the chest, break through the wooden barricades—you'll be able to swim up and over the fence to get some Rupees.

10 SURF'S OUT



The currents that rush across the flooded trenches will flush you out to the patrol-boat area if you're caught in the undertow. Dodge the currents by walking or swimming.

11 SWITCHED ON



After dodging the current in hall 10, hop onto the ledge and open the door. Walk up the ramp and clobber the barrels on your right with a Goron punch. Shoot the crystal switch with arrows or fins.

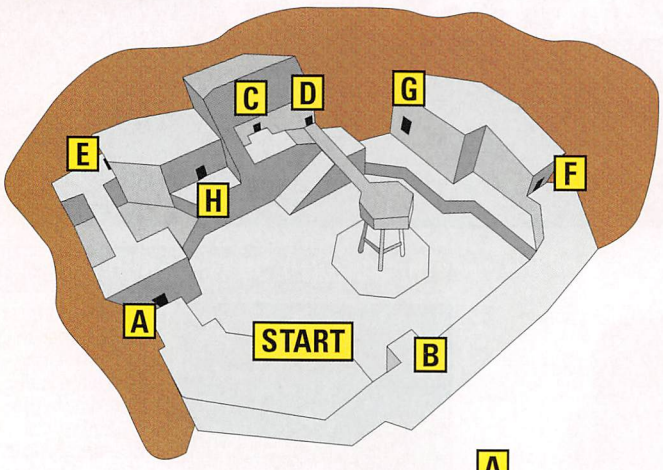
12 TO THE TELESCOPE ROOM



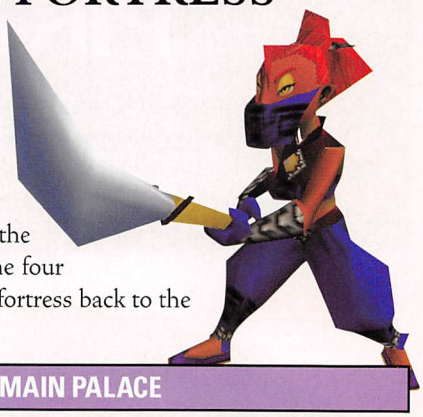


After you ascend the ladder, step on the floor switch to reveal a crystal switch on the wall. Position yourself on top of the drain, then shoot the crystal switch with arrows or boomerang fins. Ride the geyser up and look through the telescope.

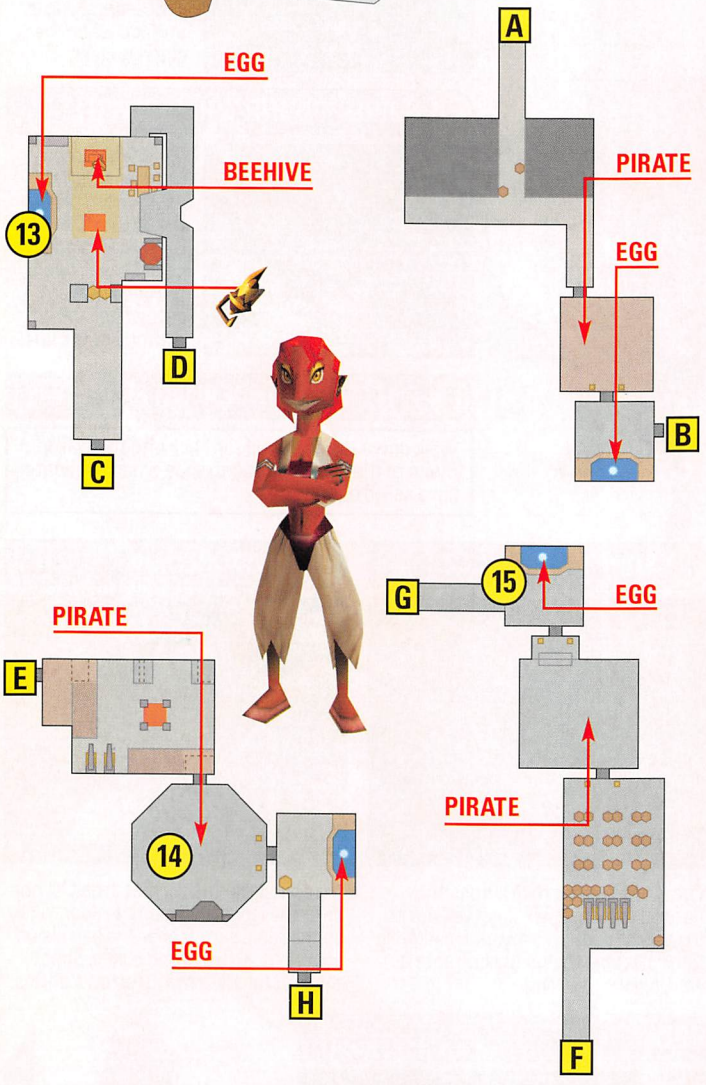




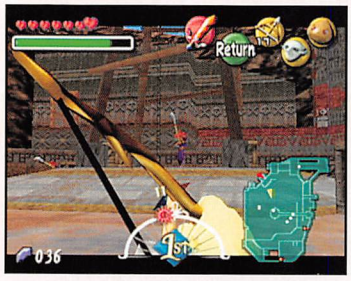
INSIDE THE FORTRESS



Once you've infiltrated the fortress, subdue the patrolling pirates with your arrows so you can climb to the top of the watchtower. Cross the bridge, then enter all of the lettered doors on the map. Bring bottles to carry the four Zora Eggs hidden within the fortress back to the research lab.



13 BREAKING INTO THE MAIN PALACE





Inside room D, a Giant Bee will fly into the hive hanging above the pirate leader and her mateys. Spy on them through the barred window, then shoot an arrow at the hive. The bees will chase the pirates out, and you'll be free to enter at point C.

REELING IN THE MIGHTY HOOKSHOT



After you enter door C, open the chest to obtain the Hookshot. Fire it into the wooden beam hanging over the clam's tank. When the Hookshot reels you up, you'll land in the tank containing the first Zora Egg. Equip an empty bottle and scoop up the egg. If you exit the fortress, use the Hookshot at D on page 133 to reenter.

14 PIRATE BATTLES





Each time you approach a room that contains a Zora Egg tank, you'll need to duel the pirate guarding the room. Use L-targeting to lock on to your challenger. Guard with your shield and take swipes when the opportunity arises.

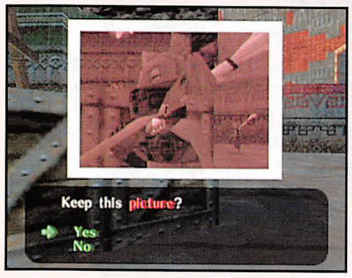
15 BOTTLED EGGS





The Hookshot will help you reach the other three eggs in the Pirates' Fortress. It can latch on to targets and wooden things like chests and ceiling beams. You'll need a bottle for each egg—if you don't have four, you'll need to exit the fortress and drop off the eggs you have at the Marine Research Laboratory, then return to get the rest. Check page 160 to find out where to get more bottles.

PIRATE PICTOGRAPH SESSION



Before you leave the Pirates' Fortress, snap a pictograph of one of the women so you can give it to the fisherman at your next destination. He wants a picture of one of the pirates, and almost any shot will do. Take a pic at your most convenient opportunity.

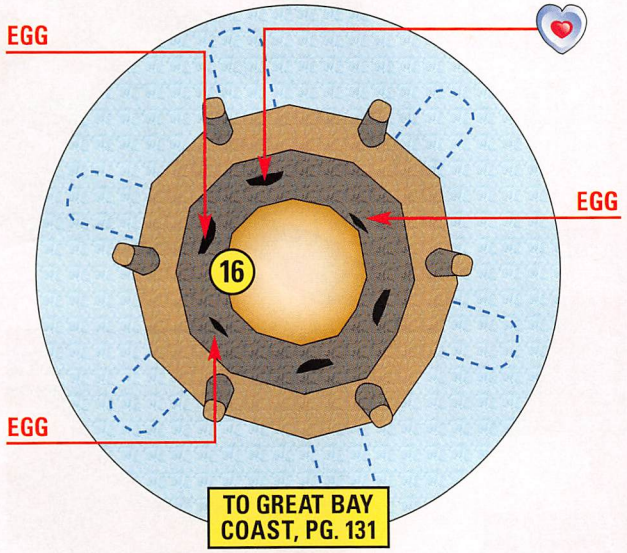


PINNACLE ROCK



North of the Marine Research Laboratory the water thickens into a murky maze. Somewhere in the confusing muck lurks Pinnacle Rock, a tubular passageway that stretches far beneath the seafloor. The final three Zora Eggs lie in the sea-snake-infested hole.





A FISHY DEAL

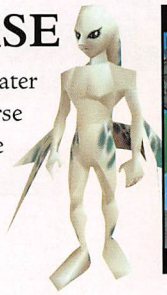


The fisherman in the hut at Great Bay Coast fancies the female pirates and wants a pictograph of one of them. Show your pirate pictograph to him—if you have an empty bottle, he'll give you the sea horse that wants to be returned to Pinnacle Rock.





FOLLOW THE SEA HORSE



Use the Zora Mask to transform and swim out into the water near the fisherman's hut. Release the glowing sea horse between the two columns at the entrance to Pinnacle Rock, then follow it from sign to sign in hopes of navigating the dark waters leading into the hole. The sea horse's companion is also trapped somewhere in the hole.

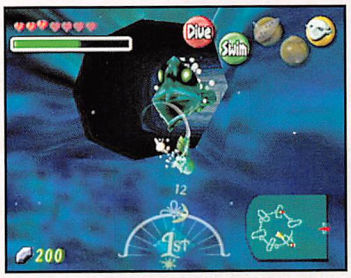




THE LAST THREE EGGS

Dive to the bottom of the hole, then explore each tunnel to find the missing eggs. A sea snake will pop out of the tunnel when you swim near it, so retaliate by shooting your fins or activating your shield. When you've defeated the snake, enter its tunnel to retrieve the egg or other treasure the slithering sea monster was guarding.

16 COLLECTING FINAL EGGS



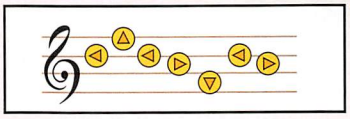


Dangerous sea snakes guard each of the tunnels. L-target the slithery foes and use your boomerang fins or force field to defeat them. Enter each tunnel to collect the treasure inside. In one of the tunnels you'll find the second sea horse. When you reunite the lovesick pair, they'll reward you with a Piece of Heart.

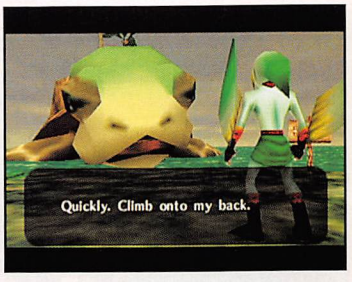
THE BOSSA NOVA

Place the last three eggs into the tank at the Marine Research Laboratory. Once all seven eggs are reunited, they'll hatch and teach you the New Wave Bossa Nova. If you wear the Zora Mask and play the song for Lulu, her voice will return and the nearby island will reveal itself as a turtle.

NEW WAVE BOSSA NOVA





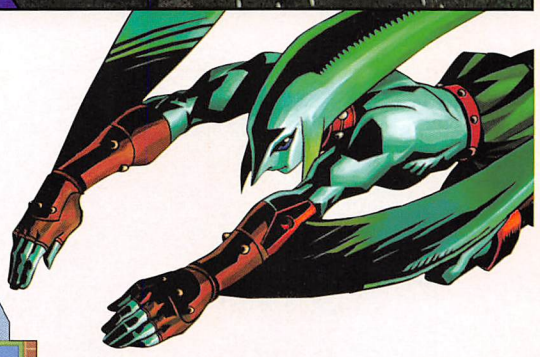


GREAT BAY TEMPLE

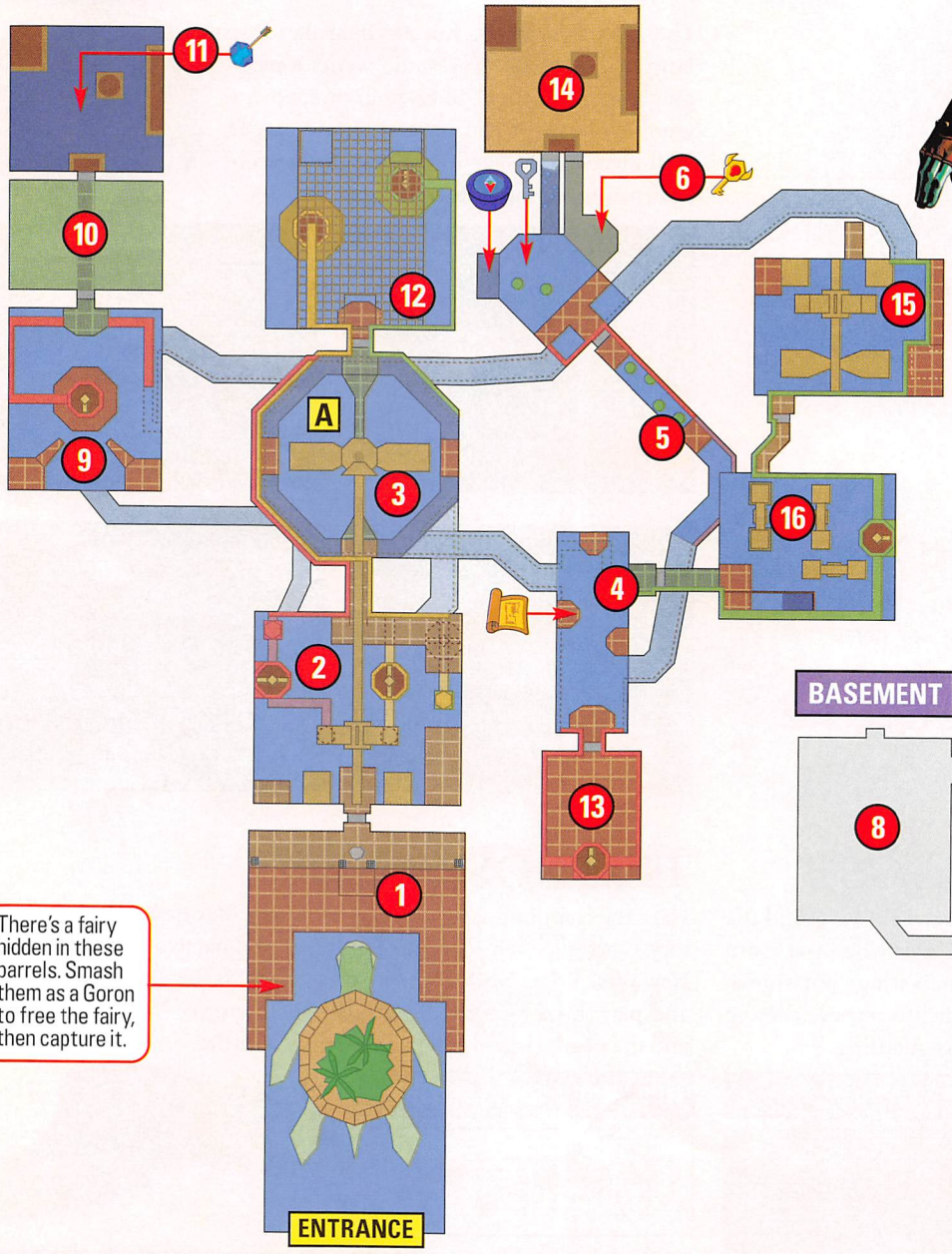


Link's next battle takes place inside the Great Bay Temple, a huge maze of one-way currents and seeming dead ends. Hidden deep in the heart of the aquatic temple is the Ice Arrow. You'll spend a good deal of your time in the dungeon as a Zora.



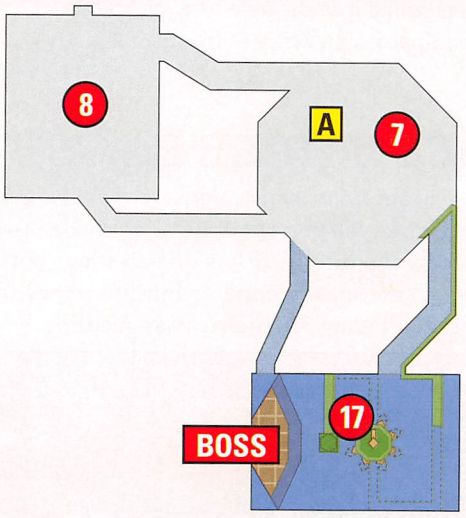


1ST FLOOR



There's a fairy hidden in these barrels. Smash them as a Goron to free the fairy, then capture it.

BASEMENT

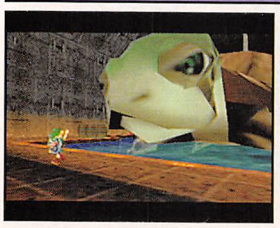


1 FIRST STRAY FAIRY



Light the four braziers at the Great Bay Temple's entrance to make a chest appear. Inside the chest is the dungeon's first Stray Fairy. Don't miss out!

AMPHIBIAN TAXI TO THE MAINLAND





The turtle is your ride to and from the Great Bay Temple. If the dungeon proves to be too much for you, talk to him. He'll take you back to land, and he might even offer some words of encouragement.

2 A WATERY GRAVE



Room 2 is the main control room for the temple. Use the left elevator to grab some Rupees and a fairy. Next, put on the Zora Mask and dive into the water. Push the switch on the eight-sided platform to turn on a fountain, then take the right elevator up and go to room 3 using the water spray as a stepping-stone.

3 THE PERFECT STORM DRAIN



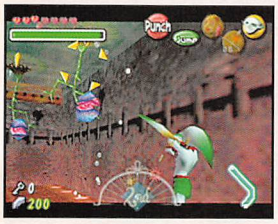
Dive into the water, then look along the walls. You'll notice a number of color-coded openings. Look to the upper right for a doorway with red and green pipes, and swim to room 4.

4 SNAG THE TEMPLE MAP



Surface and go to the lowest platform. Use the Hookshot to reach the chest and open it to find the map. Break the vases across from you with the Hookshot, then dive underwater. Find the opening that houses two Dexihands and go to room 5.

5 BOTANICAL BADDIES



Exit the water-course to find three Bio Deku Babas hanging from lily pads. Hit them, then surface. Hit one more Deku Baba, open the chest, and go to room 6.

6 COMPASS & SMALL KEY



Defeat the enemies in the water, then open the chest to get a key. Surface and stand on the platform. Use the Hookshot to reach the chest that holds the compass.

7 LINK HITS BOTTOM



Return to room 3 and stand underwater. Enter the passage marked by a red pipe (to the right, next to some glowing blue vents). Hug the wall and go to room 8.

8 CLAM UP THE SHELLBLADES



Exit the passage-way to find a couple of angry Shellblades. Strike them with your fins after their shells open, or bypass them altogether.

9 WALK ON THE RED PIPE



Swim to the surface, where you'll see a red pipe along with a scampering Real Bombchu. Shoot the Bombchu, then balance carefully and walk along the pipe's length.

10 STOCKING UP



Room 10 is well-stocked with item-filled ChuChus and vases. Load yourself to the gills with hearts, arrows and magic—you'll need them for the battle in the next room.

11 WARTS AND ALL



Room 11 seems peaceful enough until you look at the ceiling. Upon noticing you, the Wart will drop and attack. It's surrounded by bubbles that fall off when you strike them. Don't bother popping all the bubbles. Simply attack the bubbles until you remove enough to get a clear shot at the Wart's big eye. Use your bow to hit it square in the pupil. Once you defeat the Wart, you'll receive the Ice Arrows.

9 FROZEN IN TIME





Go back to room 9 and swim to the platform next to the Octoroks. Fire your newfound Ice Arrows to freeze them into blocks, then use the Octo-cicles to jump to the center platform. Push the switch then dive into the water and find a small blue-colored vent—it will take you back to room 3.

3 WATERFALL FREEZE



Rise to the surface and push against the wall to climb out of the water. Use the ladders to climb up, then locate the large, spinning plank. Time your leap well to get to it. Clamber from the plank to the far walkway, freeze the waterfall then climb to room 12.

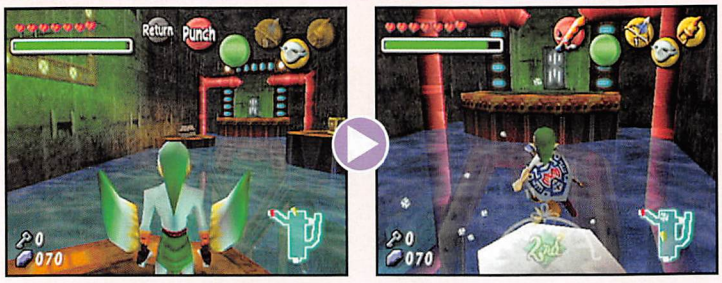
12 ICE ON THE WATER



Use the Hookshot to reach the platform where the barrels are, then use your Ice Arrows to create small icebergs and jump to the other platform. Push the switch, then look up—you'll see round spots through openings in the grate. Create an iceberg behind the yellow platform. Stand on the iceberg, then use the Hookshot to fly upward and receive a fairy. Exit the room the same way you entered.



4 BACKTRACK TO THE MAP ROOM



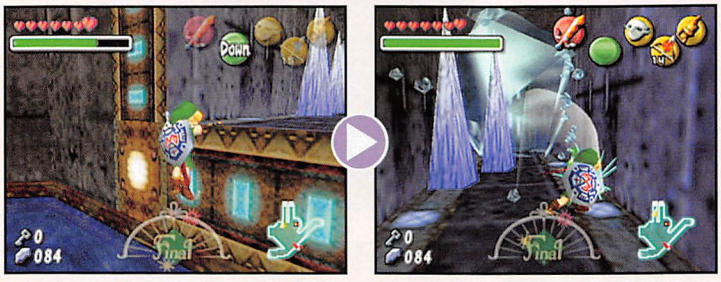
Dive into the water and go through the red-and-green passage you used to get the the dungeon map. You'll surface in room 4. Make icebergs with your Ice Arrows to reach the far platform and open the door. You'll emerge in room 13.

13 THE COLD SHOULDER



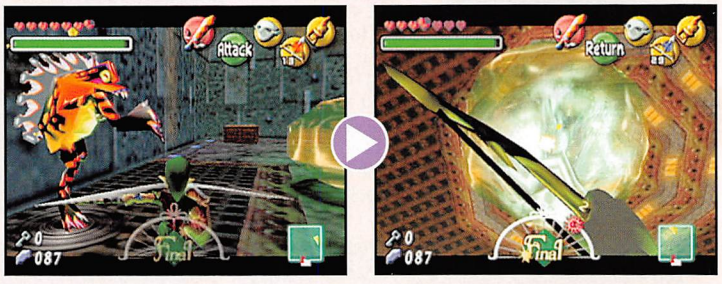
There's a switch in room 13, but it's just out of reach. Use your Ice Arrows to freeze the Blue ChuChu, then push the ice block next to the platform. Push the switch, then backtrack to room 4, through the watercourse at 5 and into room 6.

6 WALKING ON ICE



Look to the far side of room 6 until you find a passageway with some ice stalagmites in it. Make icebergs on the water to reach the huge ice spikes, then use Fire Arrows and your sword to hack through them.

14 GET THE BOSS KEY



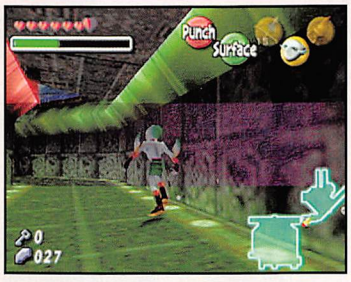
You must defeat a crazed Gekko and its Mad Jelly henchmen to get the Boss Key. Hit the Gekko with your sword, then quickly ready your Ice Arrows. L-target the Gekko-and-Jelly mass on the ceiling and shoot it. Repeat the pattern to prevail.

2 WATERWORKS



Make your way to room 2. Fire your Hookshot at the target overhead and jump to the red platform. Push the switch to activate the red fountain, then push the yellow switch to reverse the water current.

3 UNDERTOW



Dive into the water—there's a watercourse at the upper right that leads to room 15. Swim quickly and hug the right wall. Watch out for the pair of Dexihands—they'll try to grab you.

15 ON THE WATER MILL



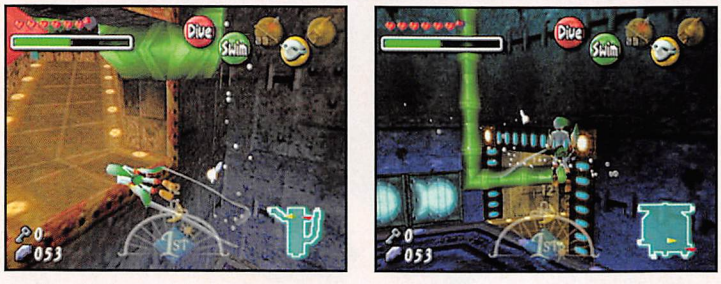
Climb onto the corner ledge, then hop onto the lift platform. Ride it up to the waterwheel, then jump onto its shaft and to the adjacent stationary platform. Walk to the end of the ledge and freeze the water that's gushing from the ceiling to stop the waterwheel. Cross the planks when they stop turning.

16 UPS AND DOWNS



Get on the south seesaw, use the Fire Arrow to go up, then jump to the east seesaw. Use the Fire Arrow again and jump to the green switch. Push it, use the west seesaw to get on the pipe leading to room 4, then swim to room 7.

7 YOU'RE ALMOST THERE



Look to the lower right for a passageway marked by a single green pipe. The route will lead you to room 17.

17 ONWARD TO THE BOSS ROOM



Walk along the green pipe to reach a switch, and push it to create a fountain. If you've been collecting Stray Fairies, you'll be able to go to the Fairy's Fountain and get extra defensive power for the final battle, but you'll have to slog through the temple again.

BOSS

GYORG

Gyorg will swim around you, leaping out of the water to attack. Stay on the platform and use your boomerang fins or arrows to hit it. When it falls unconscious, dive into the water and use the Zora shield. When it recovers from being stunned, jump back onto the platform and repeat the process.



KEEP YOUR DISTANCE



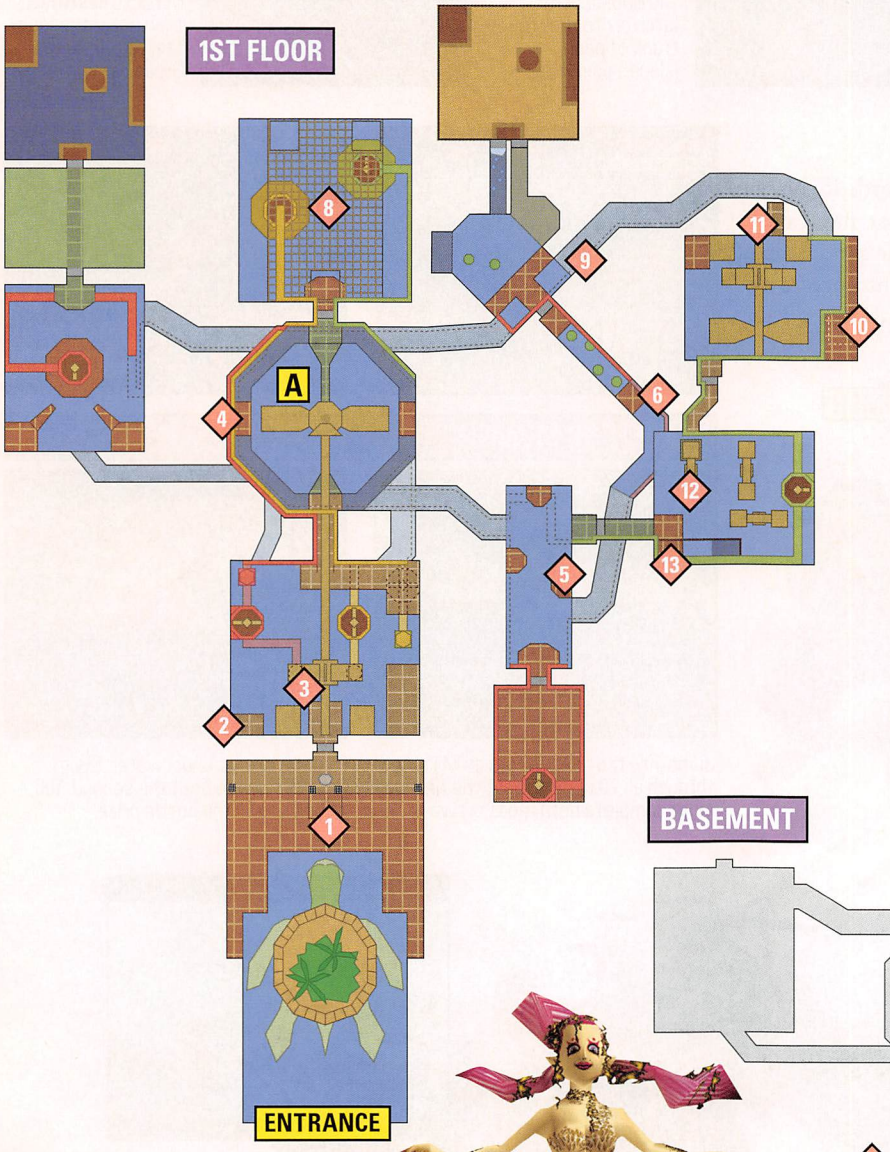
Stay on the dry platform while Gyorg is swimming around. L-target the gargantuan fish and strike with arrows or boomerang fins from a safe distance.

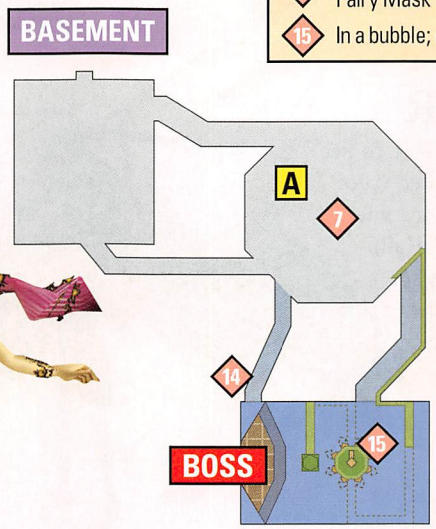
SHOCK AND STRIKE



You should leap into the water with Gyorg only when the boss is stunned. Use your Zora shield to damage your foe, then return to higher land.

GREAT BAY TEMPLE FAIRIES







THE FAIRY FINDER

The Great Bay Temple fairies are tough to find. Use the Great Fairy Mask and look everywhere!

1. In a chest; light the four braziers
2. Defeat the Skulltula
3. Underwater, beneath a platform by the elevator
4. In a barrel
5. In a jar
6. Defeat all the Bio Deku Babas
7. In a jar; turn against the current and use your boomerang fins
8. Up through the hole across the water; see the tip below
9. In a jar; stand above the vase and use the Hookshot
10. In a chest; stand on the moving platform and use the Hookshot on the torch to reach the alcove
11. In a chest; stop the gear from spinning and use the Hookshot to reach the chest
12. In a barrel; use a Fire Arrow to lift seesaw C, then dive with the Zora Mask and break the barrel
13. In a chest under the green pipe, behind the gold fence
14. In a bubble; use your boomerang fins and the Great Fairy Mask
15. In a bubble; use arrows and the Great Fairy Mask

8 SLIPPERY SPRITES

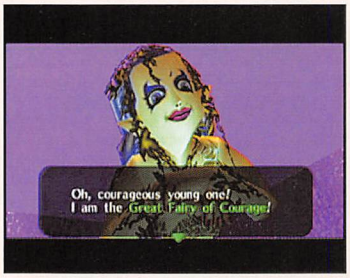


Find the hole in the grate near the back. Create icebergs to walk over the water. Shoot your Hookshot to pull yourself up—you have to come in from an angle, not right under it.

AFTER DEFEATING GYORG

THE FAIRY'S FOUNTAIN

If you rescue all 15 fairies from the Great Bay Temple, the Great Fairy will give you a special defense, which doubles the amount of damage you can take. To reach the Fairy's Fountain, head for the coast and find a small series of islands with single palm trees on them. Use the Hookshot to get to them. When you reach the large rock, plant a bomb or use the Blast Mask to destroy it.



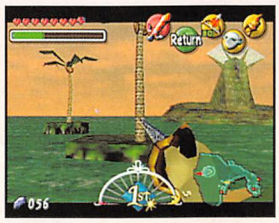


ACROSS THE ROCKS



Stand on the beach east of Pinnacle Rock and look south to see some large stone platforms rising out of the water. Hop across the platforms and turn southwest.

LONE PALM TREES



Look southeast of the rock platforms to see small islands with lone palm trees on them. Use the Hookshot to latch on to the tree trunk of each island's palm tree.

BLAST THE BOULDER



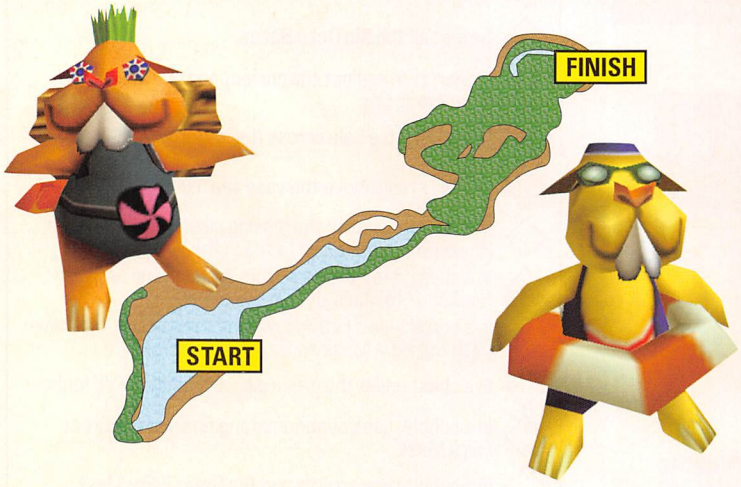
A large boulder blocks the entrance to the Fairy's Fountain. Use a bomb or the Blast Mask to destroy it, then enter the fountain to talk to the Great Fairy.

WATERFALL RAPIDS

The beavers atop the Waterfall Rapids will give you a bottle if you win their two races. Meet the beaver brothers at the Great Bay Coast's southeastern point. Look for a piece of driftwood in the sand; stop at it and use the Hookshot on the palm trees at the entrance to the Waterfall Rapids to grapple your way up to the Fall Headwaters.







LEAVE IT TO BEAVERS

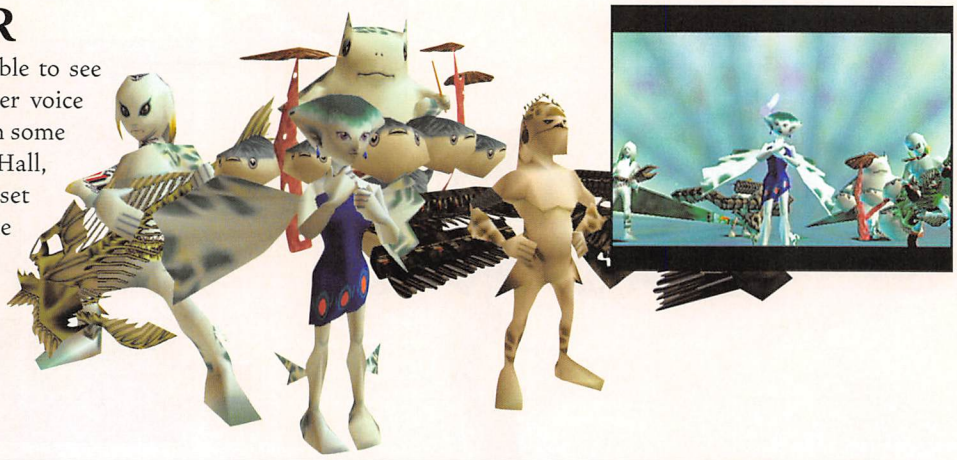




Jump into the headwaters as Mikau and talk to the beaver underwater. Swim through all 20 rings to beat the first beaver, and 25 rings to beat the second. You must complete both races in two minutes or less to win the bottle prize.

REUNION TOUR

One you've filleted Gyorg, you'll be able to see the Indigo-Gos perform! Lulu has her voice back, and the band is ready to lay down some fin-tapping tunes. Return to Zora Hall, where the rest of the band has already set up to entertain the fans waiting in the auditorium. Use the Zora Mask to change into Mikau, then hit the stage with your guitar to start the show.



IKANA GRAVEYARD



There are some strange goings-on in Ikana Graveyard. You'll need to spend a full three days there, so prepare beforehand by resetting time. A word of caution: Don't slow time until the third evening. Grab the Bunny Hood and head into the boneyard.

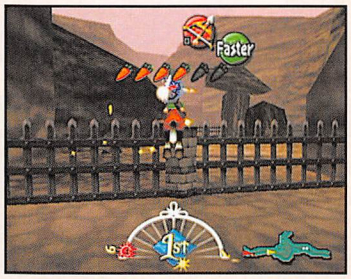




NO HORSING AROUND

Call Epona in the field using Epona's Song, then race for the graveyard. You'll encounter two large fences and a number of Real Bombchu—while on Epona, the Bombchu can't hurt you. Ride at the high fences head on—if you ride toward them at an angle, Epona will stop and walk backward instead of jump.







1 GETTING THE STONE MASK

Before you make your way to the cemetery, you'll encounter a small circle of stones. If you use the Lens of Truth to look at them, you will discover a lonely soldier. When you talk to him, he'll ask you for a Red Potion. Give him what he wants—in return he'll bestow upon you the Stone Mask, which hides you from enemies.

2 RACING THE CAPTAIN

Walk through the graveyard and up the trail to encounter Captain Keeta. He's napping when you first meet, and no matter how loud you shout he keeps napping. Play the Sonata of Awakening. Captain Keeta will leap to his feet and run away, daring you to catch him.





The captain will leave firewalls and Stalchildren in his wake. If you're not quick enough, you'll be left behind. Use the Bunny Hood to run faster, and shoot arrows at Keeta to slow him down.

3 FIND ME A GRAVE

The Stalchildren will follow your orders when you wear the Captain's Hat—you need it to complete the graveyard. In the graveyard you'll find some nasty Poes, meet a word-weary composer, learn a new song, receive a bottle and meet a very slow-moving man named Dampé.





Like all good soldiers, the Stalchildren follow orders. Wear the Captain's Hat and order the Stalchildren to dig up a grave each night.

THE POWERS OF KEETA'S HAT

When Link wears the Captain's Hat, he can command the Stalchildren in Ikana Graveyard and the Oceanside Spider House. He will need the cooperation of the Stalchildren to complete some objectives.

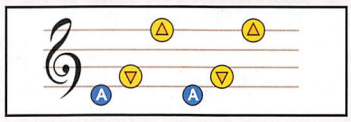
MAKE SURE YOU WEAR THE CAPTAIN'S HAT

If you don't wear the Captain's Hat, the Stalchildren won't listen to you. They follow the orders of their captain, Keeta, only. To complete Ikana Graveyard, dig up three graves on three consecutive nights.

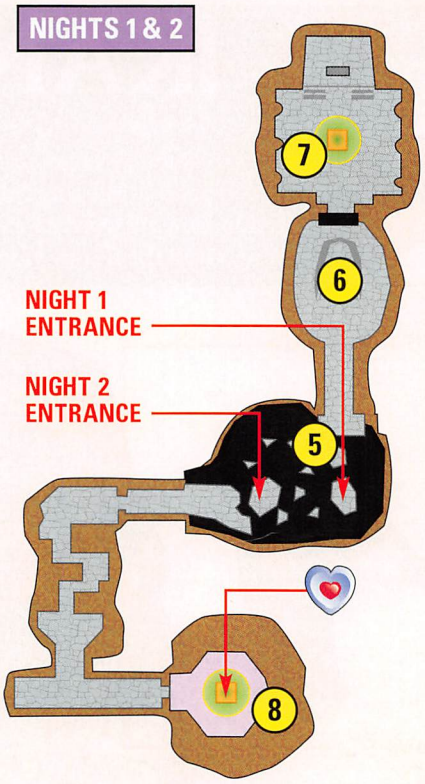
4 NIGHTS ONE & TWO

On the first and second nights, you'll explore two different places beneath Ikana Graveyard to collect treasure and, most importantly, to learn the Song of Storms. The song can bring rain and heal a wounded heart.

SONG OF STORMS



NIGHTS 1 & 2



5 SWARMING KEESE



After the Stalchildren open up the grave, jump in after them and remove the mask. Defeat the Keese to get some treasure then light the torches to open the door.

6 IRON KNUCKLE



L-target the Iron Knuckle and use the spinning sword attack or let loose a Bombchu in its direction—watch out for the Iron Knuckle's massive axe.

7 THE SONG OF STORMS



Defeat the Iron Knuckle to meet Flat, an undead composer. Talk to Flat to learn the Song of Storms—you'll need it later when you meet Flat's brother, Sharp.

8 A PIECE OF HEART



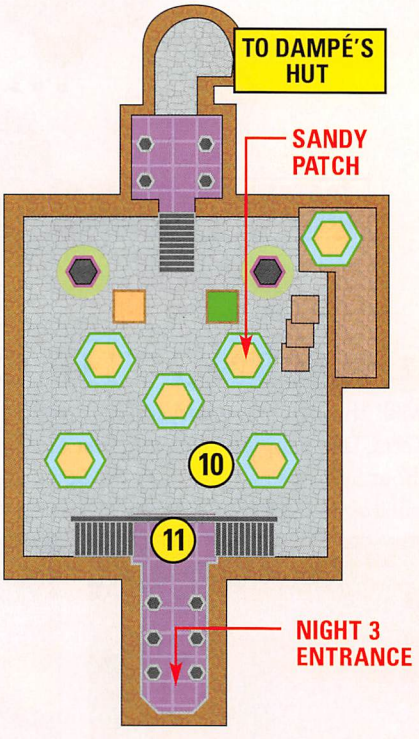
On Night 2 use the Lens of Truth in Ikana Graveyard to navigate to a room where an Iron Knuckle awaits. Defeat the Iron Knuckle a second time to get a Piece of Heart.

9 NIGHT THREE

Once you reach the third night, slow down time then have the Stalchildren dig up a third grave. Inside you'll find Dampé. Walk around with Dampé and have him dig up things for you—you'll need to protect him from the Big Poe and avoid the Wallmasters. Dampé's eyesight isn't very good, so stay close to him.



NIGHT 3



10 MEETING DAMPÉ



When you meet Dampé on Night 3, he'll offer to dig things up for you. Use L-targeting, walk backward, and slowly lead Dampé to all the sandy patches.

DAMPÉ'S DIGGING



Show Dampé where you want him to dig. Don't get too far ahead of Dampé or you'll lose him. Once he digs something up, a Big Poe will appear—defeat it to get a bottle.

WALLMASTERS



Watch for the Wallmasters' shadow to appear on the floor, then dive out of the way. Strike quickly—if their fingers close around you, they'll return you to the entrance.

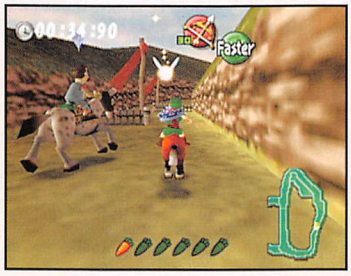
11 THE GIANT POE



When the Big Poe appears, go to the high ground near the entrance and wait for its attack. When it gets close, raise your shield. Hit the Poe with an arrow while it's spinning.

GARO'S MASK

Head to Ikana Canyon. A strange old man who lives on the cliff face won't let you pass until you have the Garo's Mask. Use your Hookshot on the tree branch to reach the next level and defeat the Garos he summons to learn his secrets.







IKANA CANYON



Hardly a living soul resides in Ikana Canyon. Undead and regretful spirits with unfinished business haunt the dry region. In addition to the supernatural, a thief lives on the canyon's fringes, while a paranormal researcher and his daughter eke out a living at its center.









12 HINTS FROM THE GARO



Wear the Garo's Mask while exploring Ikana Canyon to lure the Garo into materializing. Defate the ghost ninjas when they attack to learn useful secrets about the region from them.

13 SPRINGWATER CAVE





The ghost conductor, Sharp, haunts the Springwater Cave. When you enter the cave, he'll play a song that will drain your health. Play the Song of Storms to lift his curse and make the Music Box House able to play again.

14 THE GIBDO'S MASK





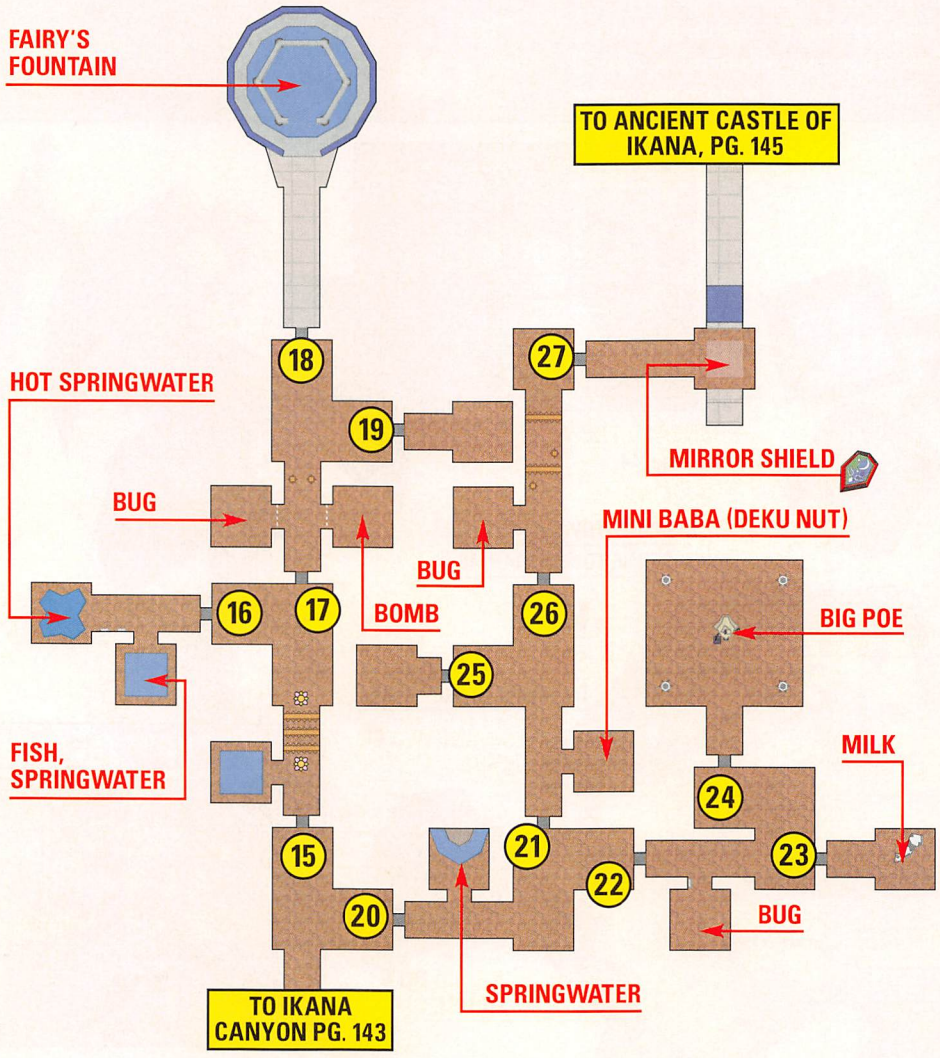
After you sneak into the Music Box House, quickly play the Song of Healing for Pamela's partially mummified father. Your music will cure him and earn you the Gibdo's Mask. If Pamela catches you before you play it, she'll throw you out.

MUSIC BOX HOUSE



After you lay Sharp to rest with the Song of Healing, the Music Box House will be able to play tunes that ward off the evil spirits. A paranormal researcher and his daughter live in the house. Pamela, the fearful girl inside the house, will unlock the front door, but you won't be able to enter if she's home. Place a bomb on her doorstep to force her to go outside to investigate—sneak in when she isn't looking.

BENEATH THE WELL



WEARING THE GIBDO'S MASK



Follow the uphill paths that overlook the Music Box House to reach the well. Don the Gibdo's Mask in the well so the mummies' stares won't scare you stiff.

GIBDO WISH LIST

Each number on the map indicates the items that the Gibdo at the corresponding location wants.

15. BLUE POTION
16. FISH
17. SPRINGWATER
18. BUG
19. BUG
20. 5 MAGIC BEANS*
21. FISH*
22. 10 DEKU NUTS*
23. HOT SPRINGWATER
24. 10 BOMBS*
25. BUG
26. BIG POE*
27. MILK*

QUICKPLAY LIST*

After acquiring the items marked with an asterisk in Gibdo's wish list, follow the order below before you enter the well—you'll complete the dungeon and get the Mirror Shield in half the time. You'll need 160 Rupees to complete the tasks listed.

20. Give the Gibdo five Magic Beans that you purchased before you entered the well.
22. Give the Gibdo 10 Deku Nuts that you found before you entered the well.
24. Give the Gibdo 10 Bombs that you bought before you entered the well.
—. Defeat the Big Poe and capture it in an empty bottle.
21. Give the Gibdo a fish in a bottle that you caught before you entered the well.
26. Give the Gibdo the Big Poe that you defeated earlier in the well.
27. Give the Gibdo a bottle of milk that you collected before you entered the well.

20 GIVE THE FIVE MAGIC BEANS



Buy five Magic Beans pods from the Deku Scrub in the swamp by the Tourist Info Hut before you enter the well. The Gibdo at point 20 will want them.

24 GIVE 10 BOMBS



Buy or find 10 bombs and 10 Deku Nuts before you enter the well. Give the nuts to the Gibdo at point 22, then give the bombs to the Gibdo at point 24, near the Big Poe.

26 GIVE THE BIG POE



Target the Big Poe, then shoot arrows at it when it's not spinning or charging. Once you've defeated it, capture its spirit in a bottle and give it to the Gibdo at point 26.

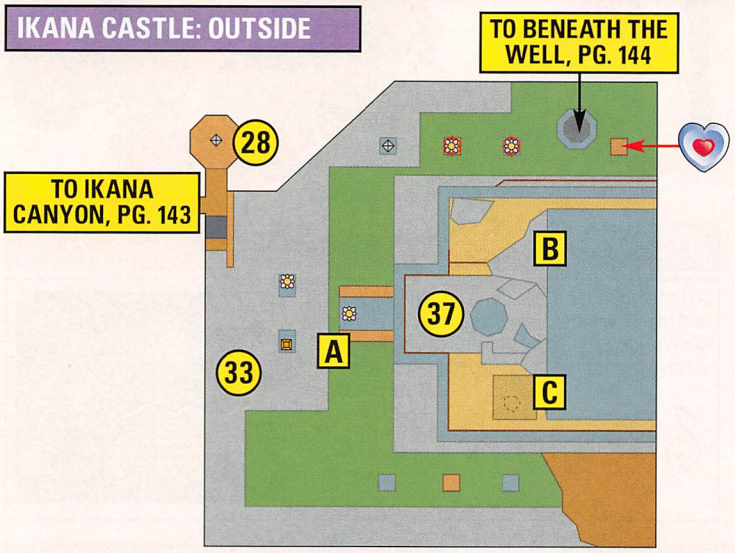
27 GET THE MIRROR SHIELD



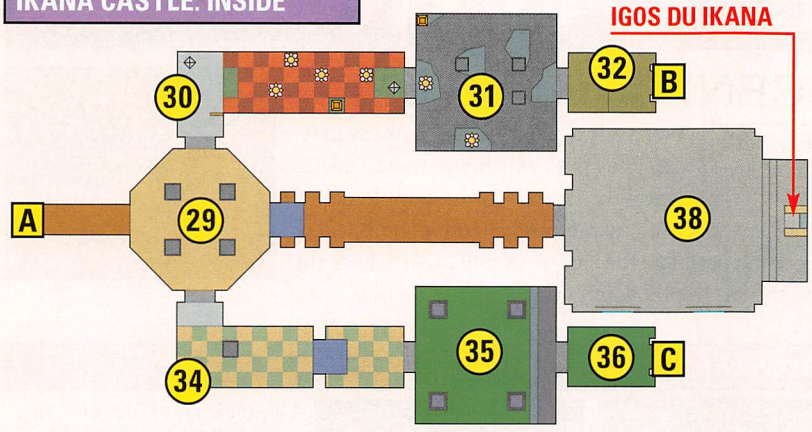
After you give the wish list items to the Gibdos leading to point 27, you'll finally get your hands on the Mirror Shield. The shield reflects certain kinds of light.

ANCIENT CASTLE OF IKANA

IKANA CASTLE: OUTSIDE



IKANA CASTLE: INSIDE



BRING BOMBS, ARROWS AND A POWDER KEG



In addition to bombs and arrows (both staple equipment for most dungeons), you'll need a Powder Keg to complete the ancient castle. Buy a Powder Keg before entering to save yourself a trip.

28 SHINE ON, SHINE TRUE



To enter the castle, look for a sign near the front door in Ikana Canyon. Left of the sign is a hole in the wall. Enter the hole to reach a crystal switch and a large blue block with a sun symbol on it. Strike the crystal to illuminate the cavern, then stand near the block and use your Mirror Shield to reflect the light onto the sun's face.

29 REDEAD CAN DANCE

When you enter the castle, you'll be confronted with a crew of ReDeads. Put on either the Garo's Mask, the Gibdo's Mask or the Captain's Hat—the ReDead will leave you alone and begin to dance. Use a Fire Arrow to melt the ice on the left eye switch, then enter the door.

30 LINK IS FLOORED



Raise the floor's tile layer by hitting the crystal switch as a Deku Scrub, then dash under the floor. Dive into a flower, then hit the floor upward by springing out of the flower. Dive back into the flower and launch out of it to fly to the switch on the pillar. Step on the switch as Link, shoot the crystal then run for the door.

31 A HIDDEN PLATFORM



As a Deku Scrub, use the flower to fly to the switch on the left. Remove the mask and activate the switch. Use the Lens of Truth to see the invisible platform.

32 THE BLUE BUBBLES

If a Blue Bubble touches you, it'll temporarily render you unable to draw your sword. Run past the Bubbles, or target the skull and deflect it with your shield, then attack with your sword when it falls.

33 THE OUTER WALL



Climb the stairs to the castle's rooftop. As a Deku Scrub, use the flower to fly to the switch on the pillar. Activate the switch as Link to illuminate the room at point 34.

34 YES, MASTER?



Reenter point 29 and activate the right eye switch. Enter point 34 and defeat the Floormaster. After your foe is gone, use the Mirror Shield to reflect light onto the sun stone.

35 WIZZROBE'S RETURN



The Wizzrobe at point 35 fights just like the other Wizzrobe you've encountered. Defeat the spinning enemy by making good use of your shield and bow.

36 BACK TO THE ROOF

Don one of your three anti-ReDead masks before you leave the Wizzrobe's lair, because four of the zombies lie just beyond. Exit the room and ascend the stairs that lead to the castle's roof.

37 FIRE IN THE HOLE



Walk along the castle roof until you reach a cracked and indented area. Put on the Goron Mask, plant the Powder Keg and run for cover. The explosion will create a hole.



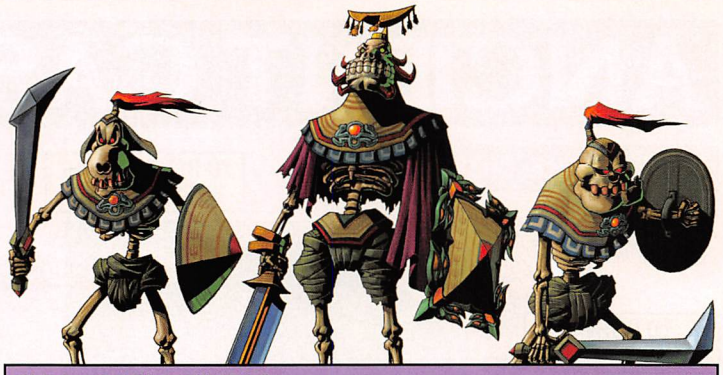
The hole you've blasted will take you back to point 29. The chamber is the ReDeads' dance hall, so put on an anti-ReDead mask before diving into the hole.

38 BRIGHT IDEAS

The hole you've blasted in the roof will allow the sun to shine into the foyer. Use your Mirror Shield to bounce some rays onto the sun stone, then enter the passage after you've melted the block out of your way. In the corridor, slash the pots to stock up on arrows and magic for the battle ahead.

IGOS DU IKANA

Before you can dethrone the king of Ikana, you must defeat his two skeleton henchmen. Fend off the skeletons with your sword, burn away the curtains with your Fire Arrows, then slash the skeletons until they fall. Stand in the sunlight and reflect it onto their pile of bones. Hit Igos with an arrow to throw him off guard, then blast him with sunlight.



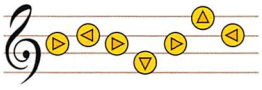
USE SUNLIGHT TO DEFEAT THE IKANA WARRIORS

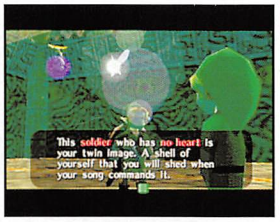


Use sunlight to defeat the dark warriors. Burn away the curtains with your Fire Arrows, then stand in the light you've let in and shine it on the skeletons. You can't hurt the king while his head is flying about. After he reassembles himself, attack.

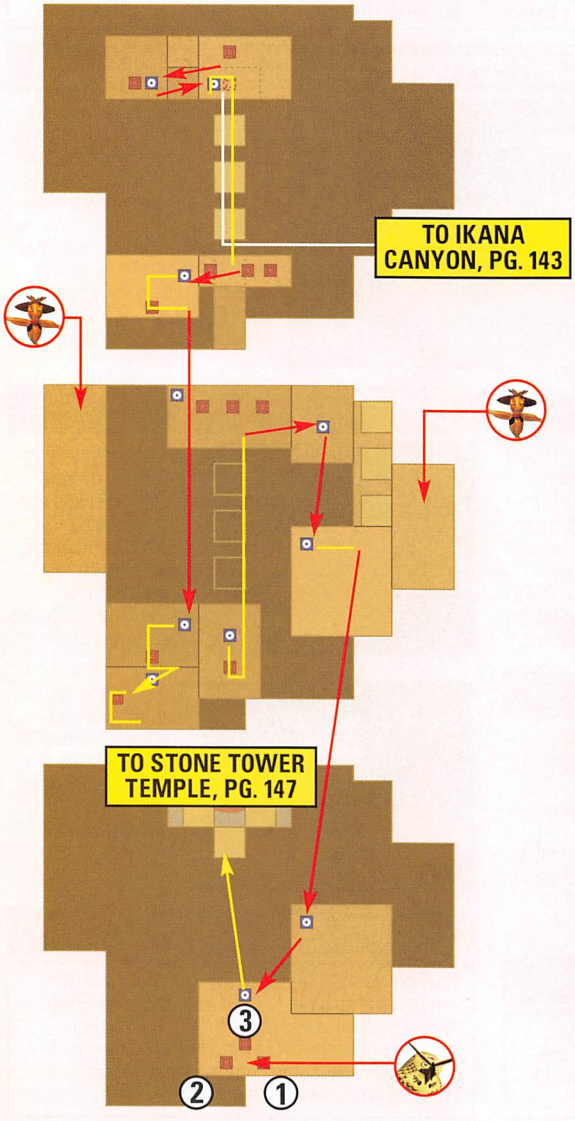
ELEGY OF EMPTINESS

After you defeat the king, he'll introduce himself and teach you the Elegy of Emptiness. The song allows you to make four copies of yourself—the form depends on what mask you're wearing. The statues can't fight, but they're great for weighing down switches.





STONE TOWER



ASCEND THE TOWER

Hookshot
Run or Jump

Ikana's dungeon sits atop a nearly inaccessible spire, which you must scale to reach the Stone Tower Temple. You'll encounter a variety of enemies and spend a good deal of time dodging boulders the size of a small town. Check the map on the left to plot your path.



EVERYWHERE AT ONCE





Play the Elegy of Emptiness to create clones to weigh down switches—you'll be able to rearrange floating blocks and use them to bridge the numerous gaps that would otherwise make it impossible for you to reach the Stone Tower Temple. Step on switches to see what they do.

HOOKSHOT KNOW-HOW





The Hookshot points blend into the environment—sometimes they're hard to spot. If you're stuck, switch to first-person view and take a careful look around you. On the map to the left, the red lines indicate areas you'll cross via Hookshot—search for targets in those areas.

DEALING WITH THE BEAMOS AND PLACING THE FINAL CLONES





Block the Beamos's laser with your shield, then toss a bomb its way to defeat it. Strike the Owl Statue with your sword then leave a clone statue on the switches in the following order: 1, 2, 3. Once you've gotten all the blocks in place, sprint across the stepping-stone bridge.

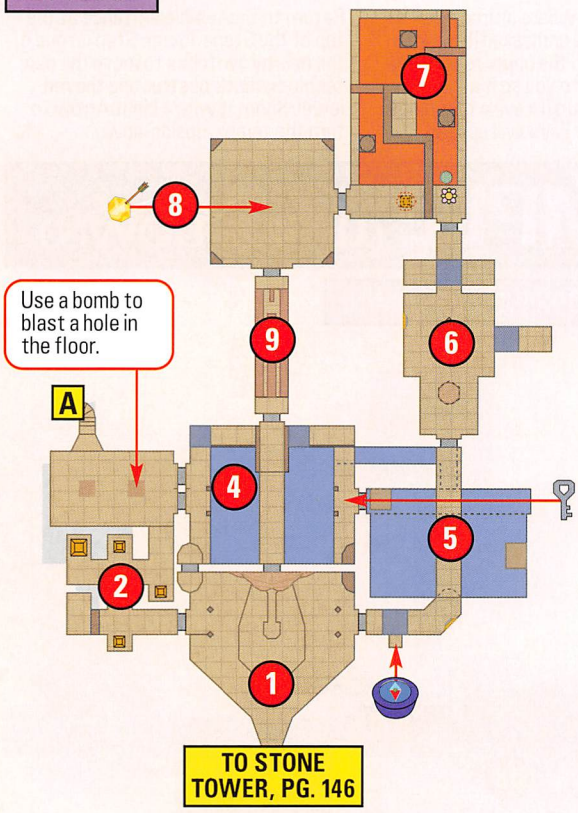
STONE TOWER TEMPLE



You must explore the Stone Tower Temple both when it's upside-down and right-side-up. There are certain items—mostly fairies—that you can reach only after you've made a number of temple rotations. Make sure that you start on Day 1 and that you've slowed down time.

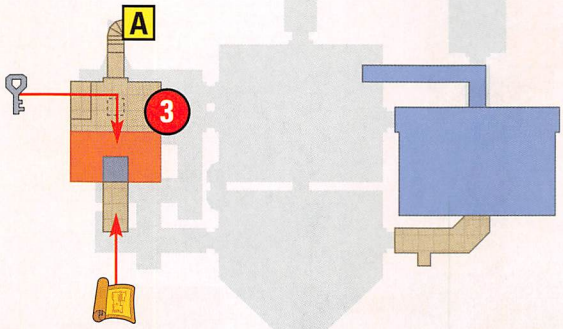


1ST FLOOR



BASEMENT





1 ENTER THE DRAGONFLY



Watch out for two dragonflies and a Real Bombchu at the entrance. There's also a yellow eye switch in the left eye of the statue. Shoot it with an arrow to make a treasure chest appear.

2 MOVING DAY



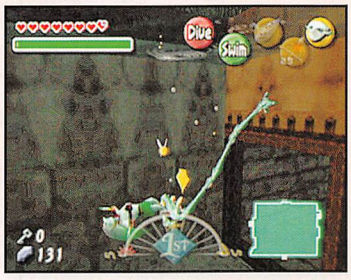
At point 2, destroy the Real Bombchu then bomb the cracked wall. As Darmani, smash the large crates to reveal smaller ones. Weigh down all the switches to open the door.

3 LIGHT UP YOUR LIFE



Bomb the floor before taking staircase A to point 3. At point 3, reflect the light onto the sun stone and enter the passage as Darmani to find the map. Bomb the Armos to get a Small Key.

4 A HELPING DEXIHAND



Use the Small Key to enter point 4. As Mikau, dive into the pool and let the Dexihand grab you and toss you onto the ledge. Open the chest to find a Small Key, then defeat the Dexihand.

5 MIRROR MIRROR ON THE WALL



Swim through the passage at point 5. Destroy the mines and press the switch. Shoot a Fire Arrow at the eye switch, then use the mirror to light up the sun stone.

6 FLASHY MOVES



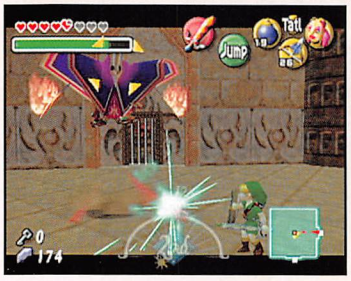
As Darmani, punch the column at point 6 until light shines into the chamber. Charge up the Mirror Shield and use the light to melt both sun blocks in the room.

7 DEKU JUMP



Fly from air vent to air vent to reach the ledge leading to room 8. As long as you dodge enemies and stay afloat by hovering into the vents' gusts, you'll be safe.

8 LIGHT ARROWS



Shield yourself from the Garo Master's sword swipes, then use an Ice Arrow to freeze him. Slash him with your sword or bomb him when he's frozen. When victory is yours, you'll win the Light Arrows.

9 THE TRAGICALLY HIP AND EYEGORE





Hop onto the walkway that the Hiploop patrols. The enemy wears an iron mask as protection, so reel it away with your Hookshot. Once you've unmasked it, shoot a couple of arrows at your foe. The hallway at point 9 leads to the upper reaches of point 4. An Eyegore guards the exit. Lure the Eyegore close to you so it attacks—when its eye turns yellow, fire an arrow or your Hookshot into its eye a few times. After you defeat the Eyegore, a chest that contains a Stray Fairy will appear.

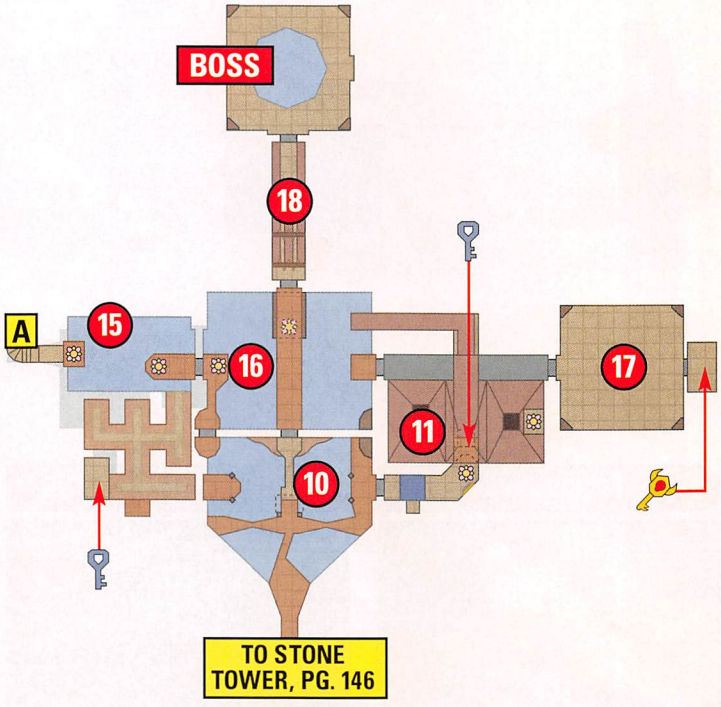
1 UPSIDE-DOWN



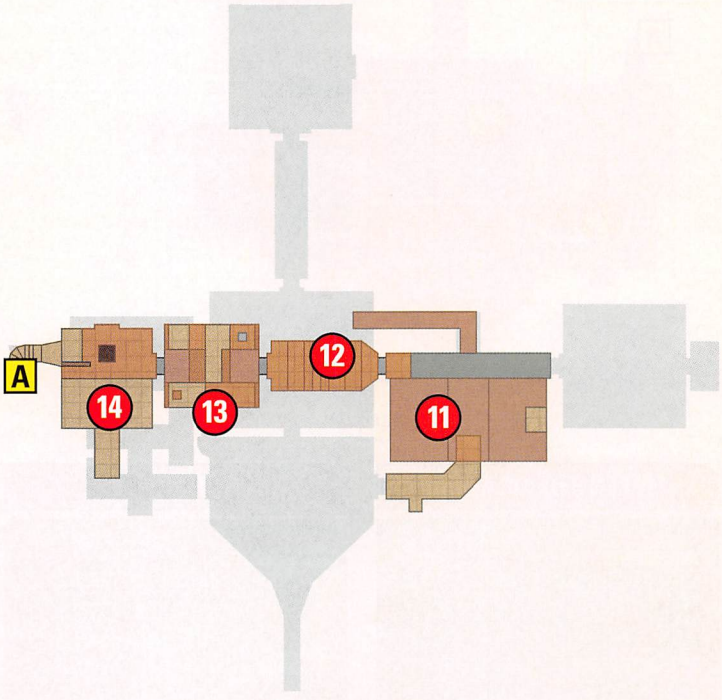
Return to the temple entrance at the top of the Stone Tower. Step on one of the nearby switches to move the center block that's obstructing the red jewel. Shoot it with a Light Arrow to turn the temple upside-down.

STONE TOWER TEMPLE (UPSIDE-DOWN)

1ST FLOOR (UPSIDE-DOWN)



2ND FLOOR (UPSIDE-DOWN)

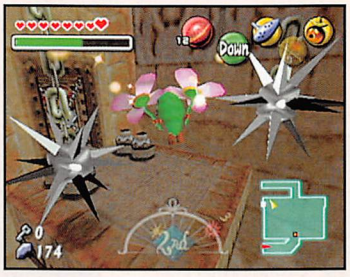


10 DIZZYING HEIGHTS



When you reenter the temple, you'll be walking on the rafters. Open the chest that sits directly in front of you, then pass through the door to the right and melt the sun stone with a Light Arrow.

11 VENT SOME ANGER



Don the Deku Mask and float to the Hiploop's bridge. Enter the corridor and step on the switch to make a chest appear. Defeat the Hiploop, then open the chest to get a Small Key.

12 DRIPPING HOT LAVA



Use the Small Key to enter point 12. Shoot the red jewel with a Light Arrow to flip the room, then cross the lava as Darmani. Shoot the red jewel again to flip things back, then exit the room.

13 BLOCK PUZZLE



Shoot the red gem with a Light Arrow to make the block fall. You must move the block to the square indentation on the ceiling. Flip the room when you reach a raised floor portion.

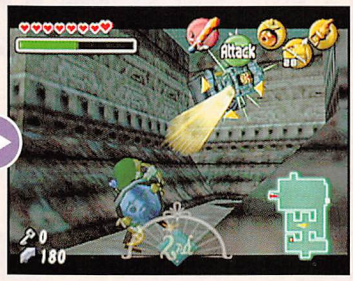
14 HE'S BACK



Hide beneath the deck and deflect the Wizzrobe's fireball attacks with your shield. Hit your foe with arrows to defeat it, then use your Hookshot to reach the chest and the exit above.

15 DON'T LOOK DOWN





Exorcise the Poes, then fly as the Deku Scrub to the platform across the room. Use the flower there to launch into the hallway to the right, then fire Light Arrows at the hovering Armos statues. If you nail a statue, it will flip over. Run under it to bait it into pounding the ground—if it does when it's upside-down, it'll explode. Leave a clone statue on the switch to reach the Small Key in the chest.

16 DON'T LOOK UP



Detonate the mines with arrows, then fly as a Deku Scrub into the area the mines were protecting. Shield yourself from the flying vases, then fly to the platform that leads to point 11.

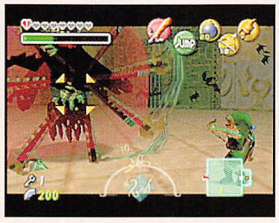
11 JINXED



Wear the Stone Mask to avoid getting jinxed by the Blue Bubbles. Hit the skulls with your shield, then stock up on supplies at the other end of the hall.

17 DRIVING YOU BATTY





A vampire creature surrounded by bats, Gomess is a formidable enemy. His scythe inflicts heavy damage, so dodge it. Disperse the bats with your Light Arrows, attack Gomess with your sword, then quickly raise your shield. Deflect Gomess's blows and repeat the process until he is no more. When he's gone, you'll win the Boss Key.

11 MORE BLUE BUBBLES



The Blue Bubbles are really a pain, but they'll give you three Recovery Hearts each—the perfect pick-me-up after battling with Gomess.

16 BACKTRACKING



Fly across point 16 as you did the first time through. When you reach the Deku Flower at the other end of the room, turn left and go through the door to reach point 10.

10 UP TO THE CEILING



Attack the Armos statue with a Light Arrow, then hit the switch to make a chest appear on the ceiling. Fire your Hookshot at the chest to reach the raised catwalk.

16 GIANT'S MASK





Walk across the catwalk to point 16 and battle the Eyegore. To defeat it, shoot an arrow into its yellow eye when it approaches you. Your prize will be the Giant's Mask, a special disguise that you can use against only the temple's boss.

18 HOOKSHOT HOPS





As soon as you enter point 18, fire your Hookshot at the chest on the ceiling to reel yourself over the spiked log. When you land, shoot your Hookshot into the target on the ceiling. Drop to the floor by the boss door and dodge the flying vases.

BOSS

TWINMOLD

TwinMold is a pair of burrowing wormlike creatures. You must supersize yourself by wearing the Giant's Mask to harm the beast. The mask uses magic, so use it only when you're close enough to attack—a bottle of Chateau Romani will give you unlimited magic. Attack the twins' weak spots with your sword and arrows.



SMASH THE RUINS



The stone columns contain magic jars, so destroy the pillars and ruins in giant form to stay charmed.

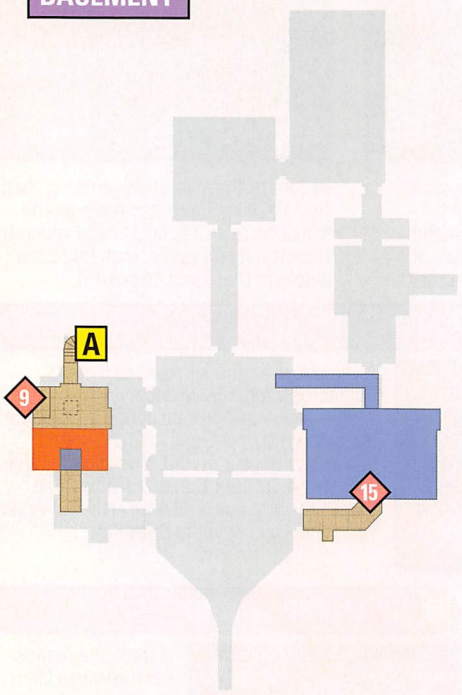
TWINMOLD'S WEAK SPOTS



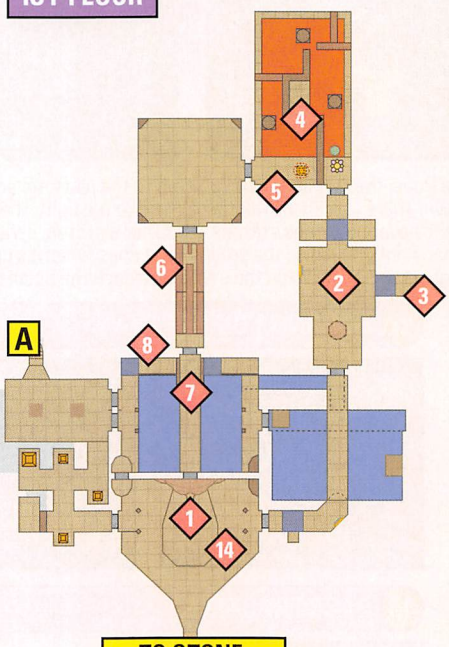
TwinMold's weak spots are its heads and tails. Make either end of the beast the target of your attacks.

STONE TOWER FAIRIES

BASEMENT

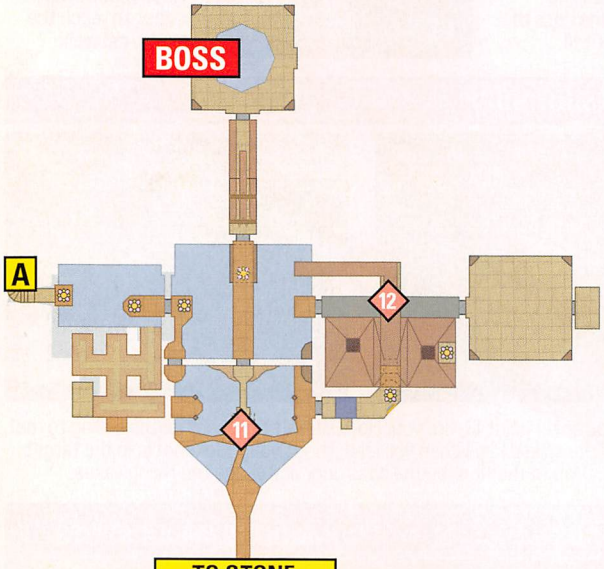


1ST FLOOR



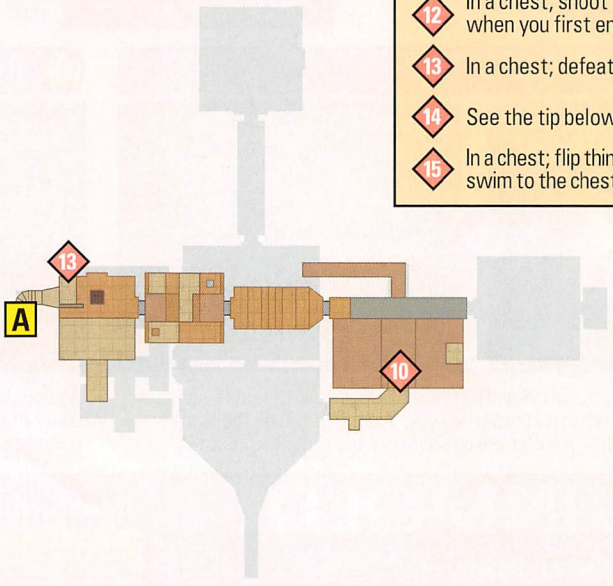
TO STONE TOWER, PG. 146

1ST FLOOR (UPSIDE-DOWN)



TO STONE TOWER, PG. 146

2ND FLOOR (UPSIDE-DOWN)



THE FAIRY FINDER

Collect all the Stray Fairies in the temple to get the Great Fairy's Sword from the final Great Fairy.

1. In a chest; shoot the eye switch with an arrow.
2. See the tip below.
3. In a chest; use your Mirror Shield to reflect light on the sun stone.
4. In a chest; fly to the ledge with the chest on it as a Deku Scrub.
5. In a chest; pound the switch as Darmani, then roll to the switch around the bend and activate it. Climb up the ladder and fly to the chest on the ledge as a Deku Scrub.
6. In a chest; defeat the Hiploop and bomb the crystal switch on the lower ledge.
7. In a chest; defeat the Eyegore.
8. In a chest; bomb the fenced-in crystal switch then melt the sun stone.
9. See the tip below.
10. In a chest; clear the mines, hit the switch, flip the temple, place a statue on the second switch then use the Deku Mask to fly to the chest.
11. In a chest; shoot the sun with a Light Arrow when the temple is upside-down.
12. In a chest; shoot the frozen eye switch when you first enter at fairy point 12.
13. In a chest; defeat the Wizzrobe.
14. See the tip below.
15. In a chest; flip things back to normal and swim to the chest as Mikau.

2 ONE OUT OF SIX WINS!



Six sun emblems adorn the walls. If you shine a light onto the proper emblem, you'll summon a chest with a Stray Fairy inside.

9 LOOK UP



Look carefully or you'll miss the Stray Fairy at fairy point 9. The Hookshot point is near the stairway, between two statues.

14 USE THE GREAT FAIRY MASK



Use the Great Fairy Mask to detect the fairy at fairy point 14. After you've completed step 10 on page 149, turn things right-side-up to open the chest.

TO THE MOON



Unbeknownst to the townspeople, the Skull Kid is the legendary imp who, according to legend, felt betrayed and abandoned by his giant friends when they went off to protect the four realms outside of Clock Town. Now the giants must put a stop to his mischief.



Once you have the remains of the four bosses in your possession, climb the Clock Tower deck. Head to the roof when the door opens at the stroke of midnight on Day 3.



Your rooftop showdown with the Skull Kid will play out as it did during your very first three days of adventuring, but this time around, play the Oath to Order instead.



When you play the Oath to Order, you'll summon the four giants. Once they've stopped the moon from falling, Majora's Mask—and the moon itself—will come to life.

THE GRASSY PLAYFIELD

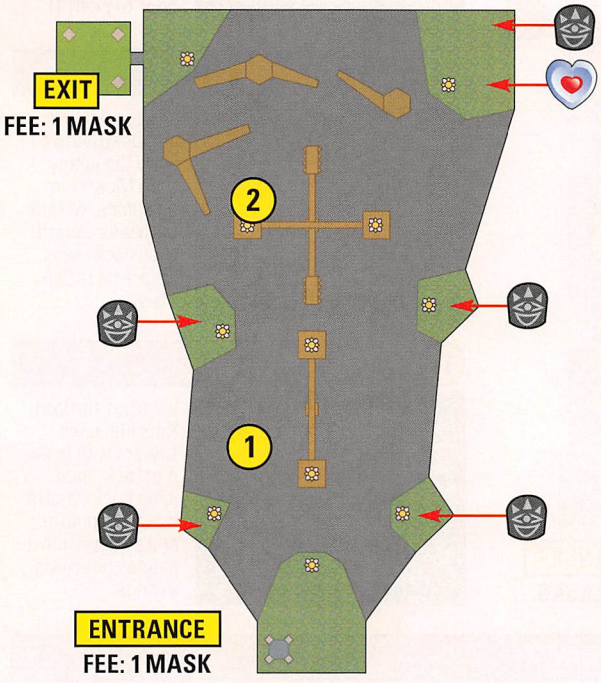
When the moon swallows up Link and Tatl, the pair awakens in an alternate reality. Hazy and surreal like a dream, the world they've entered is a vast and eerie playground for the masked children. Masquerading as Odolwa, Goht, Gyorg, TwinMold and Majora, each child has his own dungeon and a Piece of Heart to earn. To explore their worlds, you must offer your masks as payment.







DEKU DUNGEON



1 HOP TO THE PROP





In the Deku Dungeon you must rely on your Deku powers. Hover to the propeller platform, then fly to a ledge. When the second propeller spins your way, fly to it.

2 YELLOW FLOWER FRIGHT



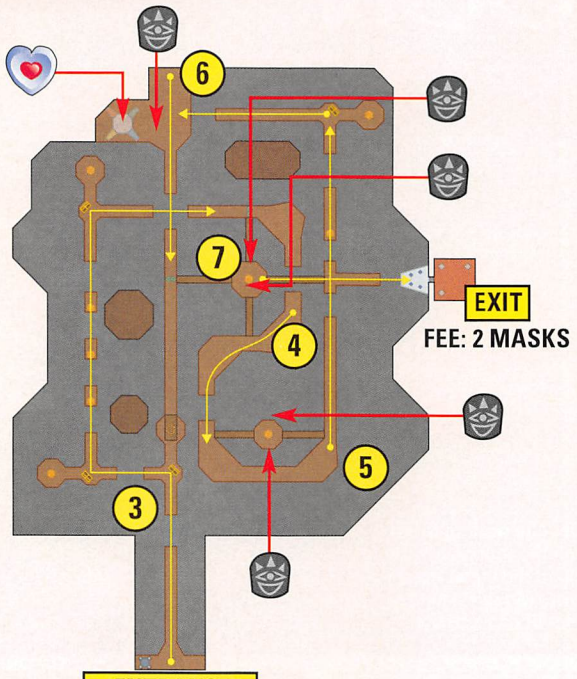


Yellow Deku Flowers give you more lift, and you must launch yourself out of one on the second propeller to reach the exit. Blast off before propeller two's second blade sweeps you off your feet.

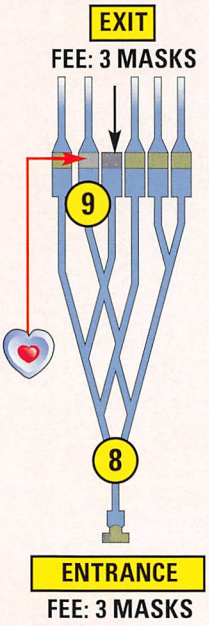
THE MASK ENTRANCE FEE

Gaining entry to the Moon Dungeons is the main reason for earning the guises, so don't be stingy with your masks. You can always return to Day 1 to make them reappear in your inventory.

GORON DUNGEON



ZORA DUNGEON



8 RIVER ENTRANCE



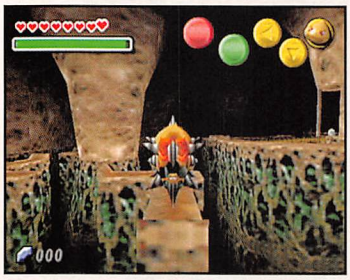
For three masks, the child dressed up as Gyorg will let you take a dip in the Zora Dungeon. Use your underwater Zora skills to get through it.

9 PIECE OF HEART



Swim through the crisscrossing waterways to reach the Piece of Heart and exit. Except for the exit, all paths will return you to the beginning.

3 GATHER NO MOSS



Max out your magic, then roll straight for the chests at point 3. If you hit them just right, they'll bounce you 90 degrees, in a direct course for the next set of chests across the gap. Don't steer.

4 OVER THE BRIDGE



Break open the jars to refill your magic power, then cross the wooden bridge to reach point 4. Build up speed , then swerve over the ramp to the arrowhead on the map above.

5 STRAIGHT AHEAD

Refill your magic, then walk to the next drag strip at point 5. Once you're on a direct path to the chests at point 5's corner, release the Control Stick and let the treasure chests automatically redirect your course to point 6.

6 PIECE OF HEART

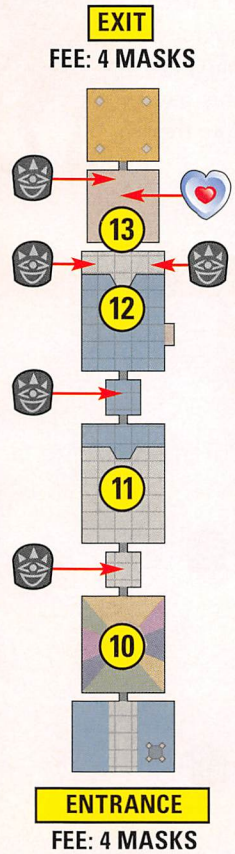


Path 5 takes you to the Piece of Heart, so claim your prize before barreling down path 6. Launch off the ramp, then stop and turn left to cross the bridge. After you curl up, wait a moment before pressing forward to start rolling—you'll peel out with more speed, giving you a better chance of making jumps when the path that leads up to the jump is short.

7 THE HOME STRETCH

Curl up on the circular platform at point 7 and race over the bridge to charge into the exit. The child wearing the Goht mask will greet you in the next room—give him two masks to exit.

LINK DUNGEON



10 DINALFOS



Slash the Dinalfoses with targeted sword-fighting and dodge their fiery breath. Two hits will bring down the lizards and unlock the door to point 11.

11 GARO MASTER



Use Ice Arrows and Deku Nuts to keep the jumpy Garo Master in one place. Attack with your sword, then back away before he retaliates.

12 IRON KNUCKLE



L-target the Iron Knuckle, jump toward it to make it attack, then jump back when it swings. Jump in and strike when it pauses between swings.

13 BOMBS AWAY

After you defeat the Iron Knuckle at point 12, you'll win 10 Bombchu. Use one of them to blast the cracked portion of the wall that conceals the ladder switch to point 13. Launch a Bombchu so it blasts open the crack in the ceiling at point 13. Hang onto the Bombchu for a second before releasing it and give it plenty of room to reach its target. With a Fire Arrow, hit the frozen switch that appears.

BOSS

MAJORA

Talk to the child who's wearing Majora's Mask to face off with the face of evil. (Although you don't need to explore all four Moon Dungeons to battle it, the fight will be easier if you do—the Majora child will grant you the all-powerful Fierce Deity's Mask if you've surrendered your 20 Happy Masks to the other Moon Dungeon kids.)





PHASE 1: MAJORA'S MASK

If you don't have the Fierce Deity's Mask, you'll have to battle the demon the hard way. Begin by shooting it as it flies around the arena. As Mikau, ground the mask by firing your boomerang fins at it. The boss remains you brought into the arena will eventually attack you, so fire arrows at them while fending off Majora's Mask's flames with the Mirror Shield.





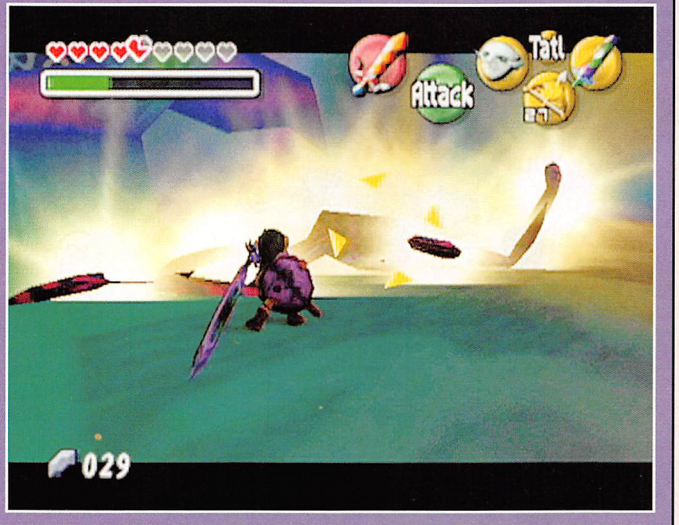


PHASE 2: MAJORA'S INCARNATION

After Majora's Mask has taken a beating, the demon spirit will manifest itself as Majora's Incarnation. The new mutation is light on its feet, so attack it from a distance using regular arrows and L-targeting (conserve your magic power). Hit it to trip it up, then rush in and slash it with your sword when it's down.





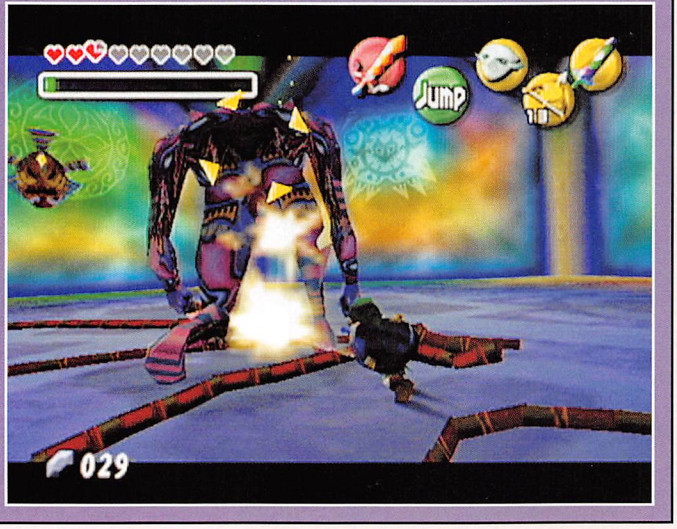


PHASE 3: MAJORA'S WRATH

In its most powerful and frightening form, Majora will rage as Majora's Wrath. The monster will sling whiplike tentacles at you and unleash spinning blades into the arena. Its tentacles will keep you at bay, so attack the Wrath at range with your Light Arrows—a direct hit will drop the demon, giving you a chance to attack with your sword.

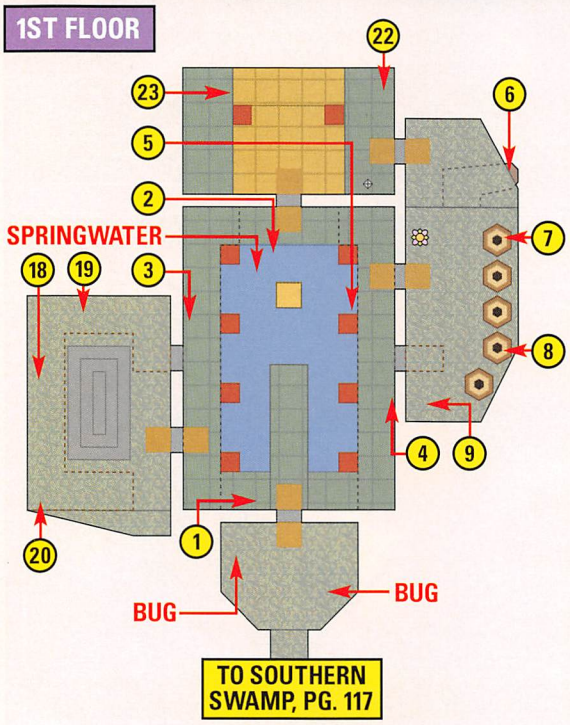




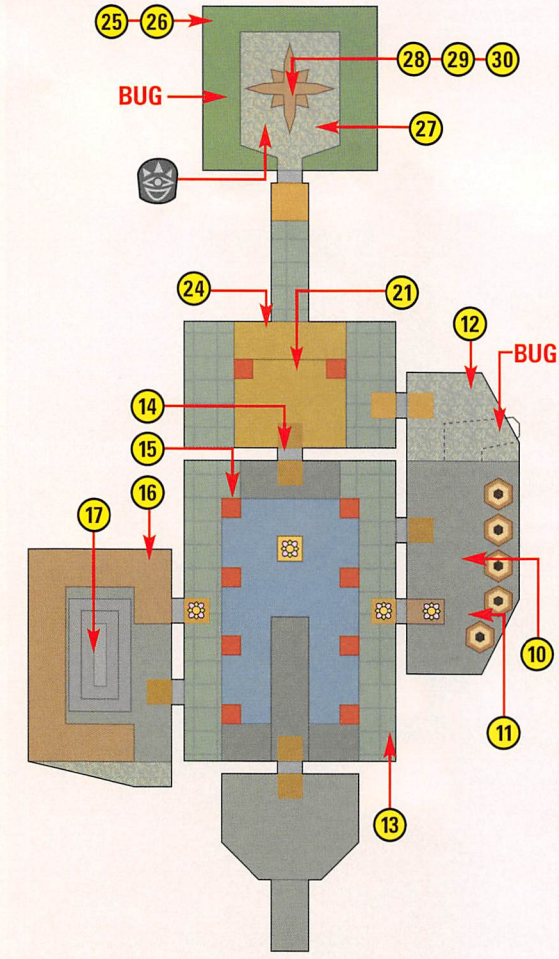


SWAMP SPIDER HOUSE

1ST FLOOR



2ND FLOOR



SPIDER SECURITY

The first Spider House appears in the Southern Swamp. A spiderweb bars you from entering the house, but a nearby torch will help you nullify its silky security. Once inside, you'll discover the cursed form of an earlier intruder. Use the Goron Mask and Hero's Bow to collect 30 Skulltula Tokens to lift his curse.



1. Break the vase to find the Skulltula.
2. A Skulltula is in the pool of water in the center of the Spider House.
3. Release bugs from a bottle near the soft sand on the wall to make a Skulltula appear.
4. Release bugs from a bottle near the soft sand on the wall to make a Skulltula appear.
5. Wait until the Skulltula climbs down the pillar, then attack.
6. Cut away the grass near the alcove where the sleeping Deku Scrub is to reveal a Skulltula.
7. Goron-roll into the large vases to find a Skulltula.
8. Goron-roll into the large vases to find a Skulltula.
9. Smash all the vases to find a Skulltula.
10. Hit the beehive to find a Skulltula.
11. Hit the beehive to find a Skulltula.
12. Wait for the Skulltula on the wall to skitter close, then attack.
13. Release bottled bugs to draw out the Skulltula.
14. Use an arrow or a bubble to hit the Skulltula on the wall, then fly to it as a Deku Scrub.
15. The Skulltula is on the pillar.
16. The Skulltula is on the platform.
17. The Skulltula is on the monolith in the center of the room.
18. Plant a magic bean near the wall and water it to reach the Skulltula hiding under the platform.
19. Goron-punch the boxes to reveal a Skulltula.
20. Goron-punch the boxes to reveal a Skulltula.
21. Use an arrow to hit the beehive and reveal a Skulltula.
22. Turn around near the vases to spot a Skulltula on the pillar.
23. Hit the Skulltula on the wall with an arrow or a bubble, then hit the crystal switch to make a ladder appear.
24. Plant and water a Magic Bean, then use it to reach the Skulltula high up on the wall.
25. Wander through the bushes to find two Skulltulas.
26. Wander through the bushes to find two Skulltulas.
27. Hit the beehives on the wall to reveal a Skulltula.
28. Goron-punch the tree to make three Skulltulas fall.
29. Goron-punch the tree to make three Skulltulas fall.
30. Goron-punch the tree to make three Skulltulas fall.

THE MASK OF TRUTH FOR YOUR TROUBLES

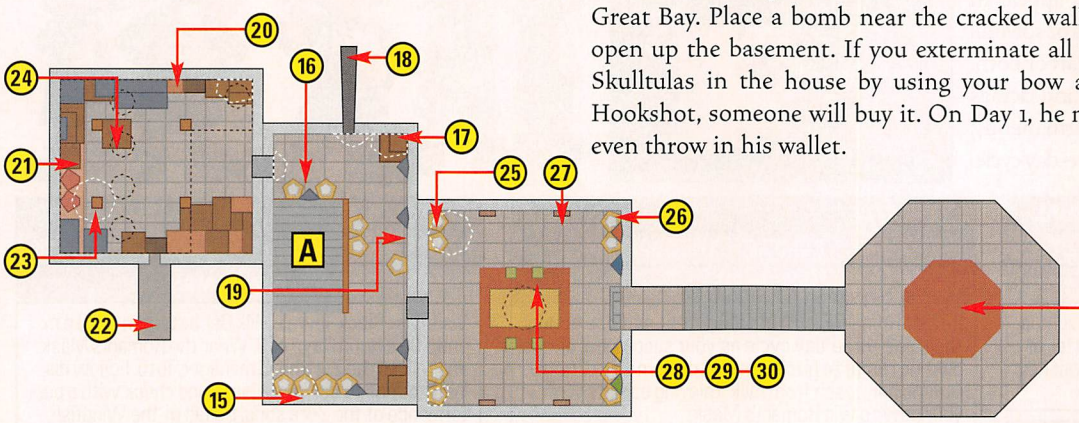




Your cursed friend near the entrance will have fewer legs when you return, but he'll still look pretty strange. Maybe it's the mask. The Mask of Truth is your parting gift for saving him from a living nightmare. Wear it to communicate with Gossip Stones and animals.

OCEANSIDE SPIDER HOUSE

BASEMENT



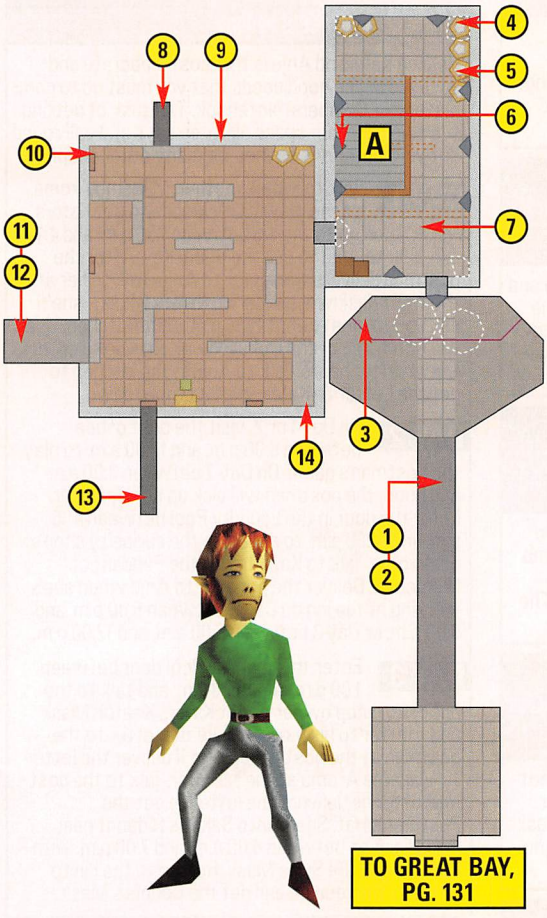
BOMB INSIDE

The Oceanside Spider House is located beside the Great Bay. Place a bomb near the cracked wall to open up the basement. If you exterminate all the Skulltulas in the house by using your bow and Hookshot, someone will buy it. On Day 1, he may even throw in his wallet.



If you wear the Captain's Hat, the Stalchildren will reveal how you can reach the Piece of Heart.

1ST FLOOR



TO GREAT BAY, PG. 131

1. Use your Hookshot to reach the two Skulltulas on the ceiling.
2. Use your Hookshot to reach the two Skulltulas on the ceiling.
3. Burn the web on the ceiling with a Fire Arrow, then hit the Skulltula with your Hookshot.
4. As a Goron, hit the large vase with a hole in its top to make a Skulltula pop out.
5. Burn the web then Goron-punch the vase to find a Skulltula.
6. Climb onto the box and use your Hookshot to reach the Skulltula on the wall.
7. Use your Hookshot to hit the Skulltula on the rafter.
8. Move the central card catalog to reveal a hole in the wall. Use your Hookshot to reach the Skulltula inside.
9. Climb the nearby bookshelf and use your Hookshot to get the Skulltula in the narrow passage.
10. A Skulltula is hiding behind one of the paintings on the wall. Use your Hookshot to uncover it.
11. Slide back a large bookshelf that covers an indentation in the wall to find two Skulltulas.
12. Slide back a large bookshelf that covers an indentation in the wall to find two Skulltulas.
13. Another picture conceals a deep hole, which you can access with your Hookshot from the top of a bookshelf.
14. Leap from bookshelf to bookshelf to reach a Skulltula in the room's corner.
15. Use the Hookshot to reach the Skulltula in the crawlspace between the wall and the ceiling.
16. Slash the Skulltula when it crawls out of the mask.
17. Smash the pot on top of the box to reveal a Skulltula.
18. Burn the web with a Fire Arrow, then use the Hookshot to reach the Skulltula in the deep hole in the wall.
19. Put on the Goron Mask, then punch the vase to reveal a Skulltula.
20. As a Goron, smash the box to find a Skulltula.
21. Look behind the small canoes to find a Skulltula.
22. As a Goron, smash the box then crawl through the small space as Link. Use your Hookshot to get the Skulltula.
23. Use a Fire Arrow to reveal the Skulltula on the rafter.
24. Climb onto the box then hit the target on the wall with your Hookshot, and nab the Skulltula on the wall.
25. Wait for the Skulltula on the ceiling to walk into view, then use the Hookshot.
26. Goron-punch the vase to find a Skulltula.
27. Knock down the picture with your Hookshot to reveal a Skulltula.
28. Goron-pound the tabletop to dislodge the three Skulltulas in the chandelier.
29. Goron-pound the tabletop to dislodge the three Skulltulas in the chandelier.
30. Goron-pound the tabletop to dislodge the three Skulltulas in the chandelier.

THE GIANT WALLET

If you rid the Oceanside Spider House of all 30 Skulltulas on Day 1, the man who comes to buy the house will give you the Giant Wallet. With the new wallet, Link can hold up to 500 Rupees at once!

THE BOMBERS' NOTEBOOK

The Skull Kid has made a mess of everyone's lives. When you meet certain troubled souls who were wronged by the Skull Kid, an entry will appear in your Bombers' Notebook. Ease their woes or solve all their problems to win a mask, Piece of Heart or both. Your notebook will track your progress and details for 20 people. To solve their problems permanently, you must complete their tasks in one three-day cycle.





HAND AT THE STOCK POT INN

REQUIREMENT: ANY LETTER OR LAND TITLE DEED

REWARD: PIECE OF HEART

The inn's restroom is under the stairs. At midnight, a hand will reach out of the toilet—offer it a letter or a title deed. To enter the inn, you'll need the Room Key or have to hover through the door on the deck.

GURU-GURU

REQUIREMENT: DEKU MASK

REWARD: BREMEN MASK

Help Guru-Guru, the performance troupe's organ-grinder, by talking to him at the Laundry Pool on Days 1 and 2 between 6:00 p.m. and 6:00 a.m. He won't speak to a Deku Scrub, so talk to him as Link to get the Bremen Mask.

GROG AT CUCCO SHACK

REQUIREMENT: BREMEN MASK

REWARD: BUNNY HOOD

After you get the Bremen Mask, go to Romani Ranch's Cucco Shack between 6:00 a.m. and 8:00 p.m. Wear the Bremen Mask to march around with the Cucco chicks to make them grow into adult Cuccos. Grog will reward you with the Bunny Hood.

KAMARO

REQUIREMENT: SONG OF HEALING

REWARD: KAMARO'S MASK

Every night from midnight to 6:00 a.m., Kamaro, the ghost dancer, practices his moves inside the circle of stones atop the mushroom-shaped rock in north Termina Field. Jump to the rock and play the Song of Healing for Kamaro to get his mask.

ROSA SISTERS IN CLOCK TOWN

REQUIREMENT: KAMARO'S MASK

REWARD: PIECE OF HEART

The Rosa Sisters in West Clock Town's courtyard struggle to choreograph their carnival dance on Days 1 and 2 from 6:00 p.m. to 6:00 a.m. Give the twins some inspiration by donning Kamaro's Mask and holding B to win a Piece of Heart.

ROMANI

REQUIREMENT: POWDER KEG

REWARD: MILK BOTTLE

On Day 1 between 6:00 a.m. and 6:00 p.m., talk to Romani about the ghosts that arrive at 2:30 a.m. Use the Song of Time to slow the aliens' movement. Fend off the invaders with your bow from 2:30 a.m. to 5:15 a.m. to win a Milk Bottle.

CREMIA

REQUIREMENT: COMPLETE THE GHOST RAID

REWARD: ROMANI'S MASK

Revisit Romani Ranch at 6:00 p.m. (it must be during the same three-day cycle as your successful ghost-busting romp) to hitch a ride into town with Cremia. Defend her coach from milk-thieving bandits with your bow to win Romani's Mask.

GORMAN BROS.

REQUIREMENT: EPONA

REWARD: GARO'S MASK

If you show up at the Gorman Track on any day between 6:00 a.m. and 6:00 p.m. and talk to the brothers while mounted on Epona, they'll challenge you to a horse race. The prize is the Garo's Mask.

SHIRO

REQUIREMENTS: LENS OF TRUTH, EPONA, RED POTION

REWARD: STONE MASK

At the junction between Ikana Canyon and the Ikana Graveyard, use the Lens of Truth to see Shiro the soldier in the circle of stones. Help Shiro by giving him a Red Potion or Blue Potion. In return, he'll give you the Stone Mask. He is there 24 hours a day.

BOMB SHOP LADY

REQUIREMENT: DEKU MASK

REWARD: BLAST MASK

Between 12:30 a.m. and 12:50 a.m. on Day 1, Sakon the thief will try to rob the old lady from the bomb shop in North Clock Town. Hit Sakon with your sword when he attacks her, and chase him off. The old lady will give you the Blast Mask.

CURIOSITY SHOP MAN

REQUIREMENTS: PROTECT THE OLD LADY, GIANT WALLET

REWARD: ALL-NIGHT MASK

Sakon steals from the bomb shop and sells the hot items to the curiosity shop. If you stop him from robbing the bomb-shop woman, the All-Night Mask will appear in the curiosity shop after 10:00 p.m. on Day 3. Buy the mask for 500 Rupees.

ANJU'S GRANDMA

REQUIREMENT: ALL-NIGHT MASK

REWARD: TWO PIECES OF HEART

Visit Anju's grandmother in the Stock Pot Inn between 8:00 a.m. and 6:00 p.m. on Day 1 or 2. Wear the All-Night Mask and listen to her stories. By staying awake through both of her stories, you'll score two Pieces of Heart.

TOTO & GORMAN

REQUIREMENTS: ZORA MASK, ROMANI'S MASK

REWARD: CIRCUS LEADER'S MASK

Visit East Clock Town's Milk Bar between 10:00 p.m. and 5:00 a.m. on Day 1 or 2. Wear the Romani's Mask and talk to the Zora band manager, Toto. Follow his instructions to complete his sound check with a performance of the Zora song, Ballad of the Windfish. You'll earn the Circus Leader's Mask from Gorman.

UNITING ANJU & KAFEI

REQUIREMENT: SEE BELOW

REWARD: COUPLE'S MASK

Helping Kafei and Anju is the most elaborate and involved of the good deeds that you must do to complete your Bombers' Notebook. The task of getting the two together spans all three days and will round out your notebook entries for many other people.

DAY 1 Talk to Kafei's mother, Madame Aroma, at the mayor's residence to get Kafei's Mask, then go to the inn between 1:50 p.m. and 4:10 p.m. Talk to Anju to get the Room Key. After the postman delivers the letter to Anju, talk to her at the front desk while wearing Kafei's Mask—she'll ask you to meet her at 11:30 p.m. in the kitchen. Use the Room Key or the Deku Flower outside to enter the inn after hours. Talk to Anju in the kitchen to get the Letter to Kafei—mail it before dawn.

DAY 2 On Day 1 or 2, visit the post office between 6:00 p.m. and 12:00 a.m. to play the postman's game. On Day 2 between 9:00 a.m. and noon, the postman will pick up Kafei's letter. Enter the door in the Laundry Pool between 4:15 p.m. and 10:00 p.m. to appear in the curiosity shop's back room. Talk to Kafei to get the Pendant of Memories. Deliver the pendant to Anju when she's working at the inn on Day 2 between 5:00 p.m. and 9:00 p.m. or Day 3 between 6:00 a.m. and 12:00 p.m.

DAY 3 Enter the Laundry Pool door between 1:00 p.m. and 10:00 p.m. and talk to the curiosity-shop owner to get Kafei's Keaton Mask and a letter to his mother. Take the letter to the postman at the post office—he'll deliver the letter to Madame Aroma at the Milk Bar. Talk to the postman after he delivers the letter to get the Postman's Hat. Sneak into Sakon's Hideout near Ikana Canyon between 6:00 p.m. and 7:00 p.m. with Kafei to get the Sun's Mask. Return to the inn to witness the reunion and get the Couple's Mask.

MAYOR DOTOUR

REQUIREMENT: COUPLE'S MASK

REWARD: PIECE OF HEART

Once you have the Couple's Mask, visit Mayor Dotour on Day 1 or 2 between 10:00 a.m. and 8:00 p.m. or Day 3 between 10:00 a.m. and 6:00 p.m. Wear the Couple's Mask to save the mayor from a boring and circuitous debate on the fate of the Carnival of Time.

HAPPY MASKS

MASK SALESMAN



In addition to his three enchanted guises, Link can earn 20 Happy Masks by helping other characters or completing challenges. All 20 of the collectible masks boast special functions. You must collect all 20 Happy Masks to get the Fierce Deity's Mask.

GREAT FAIRY MASK — NORTH CLOCK TOWN



The Great Fairy in the cave in North Clock Town will give you her mask if you bring her the Stray Fairy wandering Clock Town. The Stray Fairy hovers over the Laundry Pool during the day and in East Clock Town during the night. The mask attracts Stray Fairies.

BREMEN MASK — LAUNDRY POOL IN CLOCK TOWN



Talk to the organ-grinder, Guru-Guru, when he's spending the night at the Laundry Pool on Day 1 or 2 to earn his Bremen Mask. By wearing the disguise, you can lead small animals when you press and hold B. You need the Bremen Mask to get the Bunny Hood.

BUNNY HOOD — CUCCO SHACK AT ROMANI RANCH



If you shepherd Grog's flock with the Bremen Mask, the chicks will mature into full-grown Cuccos. To thank you, Grog will give you the Bunny Hood, which gives you the speed of a rabbit. Wear it when the aliens raid Romani Ranch and when you play the postman's game.

KAMARO'S MASK — MUSHROOM ROCK IN NORTH TERMINA FIELD



On any evening between midnight and 6:00 a.m., jump to the mushroom-shaped rock in north Termina Field. Ghost dancer Kamaro shakes it there. You'll be able to boogie just like he does once you've played the Song of Healing to snag his mask.

BLAST MASK — NORTH CLOCK TOWN ON DAY 1



At 12:30 a.m. on Day 1, the old lady from the bomb shop will cross North Clock Town lugging a shipment of merchandise. Sakon the thief will try to rob her. Protect the old lady to get the Blast Mask. Press B while wearing the mask to detonate the mask—it will harm you.

MASK OF TRUTH — SWAMP SPIDER HOUSE



Exterminate all of the Skulltulas in the Swamp Spider House to lift the curse placed on the man who lives there—he'll give you the Mask of Truth. Wear the Mask of Truth to communicate with Gossip Stones and certain types of animals for clues and hints.

MASK OF SCENTS — DEKU CAVE



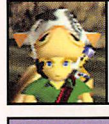
After you rescue the Deku princess, race her butler. If you beat him, you'll win the Mask of Scents. Wear the Mask of Scents to sniff out mushrooms. Bring mushrooms back to Kotake at the Southern Swamp potion shop—she'll brew you a magic healing potion.

DON GERO'S MASK — HUNGRY GORON AT MOUNTAIN VILLAGE



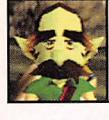
Bring the hungry Goron atop the ledge in Mountain Village the slab of rock sirloin hidden in the Goron Shrine's chandelier to get Don Gero's Mask. Wear the mask to gather a choir of frogs from around Termina—they'll perform in Mountain Village during spring.

ROMANI'S MASK — TERMINA FIELD ON DAY 2



After you protect Romani Ranch from the invaders, return to the ranch on Day 2. Cremia will leave for town with a shipment of milk at 6:00 p.m. Hitch a ride with her and protect the coach from bandits to get the Romani's Mask, which grants you access to the Milk Bar.

CIRCUS LEADER'S MASK — MILK BAR IN CLOCK TOWN



Play the Ballad of the Windfish in the Milk Bar with the help of Toto on Day 1 or 2 between 10:00 p.m. and 5:00 a.m. Gorman, the circus troupe leader, will be moved and give you the Circus Leader's Mask. The mask will keep the Gorman brothers at bay during Cremia's milk run to town.

GARO'S MASK — GORMAN TRACK



Talk to the Gorman brothers at their track while you're mounted on Epona. You can race the siblings on any day between 6:00 a.m. and 6:00 p.m. to win the Garo's Mask. You must wear the mask to enter Ikana Canyon. In the canyon, Garos will appear when you wear the mask.

STONE MASK — ROAD TO IKANA



Use the Lens of Truth to see the overlooked soldier, Shiro, who sits inside the circle of stones at the Ikana Canyon/Ikana Graveyard junction. Give him a Red or Blue Potion; he'll give you the Stone Mask. When you wear the mask, you can sneak unseen past most enemies.

ALL-NIGHT MASK — CURIOSITY SHOP ON DAY 3



If you stop Sakon from robbing the old woman from the bomb shop at 12:30 a.m. on Day 1, the All-Night Mask will go up for sale in the curiosity shop. Buy the 500-Rupee mask and wear it to stay awake during the Stock Pot Inn grandmother's stories.

KEATON MASK — CURIOSITY SHOP'S BACK ROOM ON DAY 3



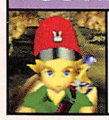
Visit the curiosity shop's back room on Day 3 between 1:00 p.m. and 10:00 p.m.—the shopkeeper will give you the Keaton Mask and a letter from Kafei. A beloved children's disguise, the Keaton Mask will allow you to summon the ghost fox that the mask is named after.

KAFEI'S MASK — DRAWING ROOM IN THE MAYOR'S RESIDENCE



Visit Madame Aroma in the room to the right of the front desk in the mayor's residence any time between 10:00 a.m. and 8:00 p.m. on Day 1 or 2—she'll give you the Kafei's Mask. Wear it and talk to townsfolk to inquire about Madame Aroma's missing son.

POSTMAN'S HAT — OUTSIDE THE MILK BAR ON DAY 3



Give the letter from Kafei to the postman to win the Postman's Hat from him after he makes the delivery to Madame Aroma. When you wear the Postman's Hat, you can look into mailboxes to find items such as Rupees and a Piece of Heart.

COUPLE'S MASK — STOCK POT INN EMPLOYEE'S ROOM



During the long process of reuniting Anju and Kafei, you'll have an opportunity to earn the Keaton Mask, Postman's Hat and Couple's Mask. Once Anju and Kafei are together, they'll give you the Couple's Mask, which you should wear in front of Mayor Dotour.

CAPTAIN'S HAT — IKANA GRAVEYARD (IN A TREASURE CHEST)



Play the Sonata of Awakening to Captain Keeta. When he awakens, chase after him and defeat the Stalchildren. At the finish, open the chest to unload the Captain's Hat. Wear the mask to command the Stalchildren in Ikana Graveyard and the Oceanside Spider House.

GIBDO'S MASK — IKANA CANYON'S MUSIC BOX HOUSE



After you play the Song of Healing for Pamela's father, the only remains of his mummification will be the Gibdo's Mask. Wear the mummy face beneath the well to talk to Gibdos and to be left alone by both the bandaged baddies and the ReDead of Ikana.

GIANT'S MASK — STONE TOWER TEMPLE (UPSIDE-DOWN)



After you defeat Eyegore, the chest containing the Giant's Mask will appear. Supersize yourself by wearing the mask in TwinMold's arena—the only place where you can don the disguise. It drains magic while you wear it, so use its power sparingly.

FIERCE DEITY'S MASK — THE MOON



The four children who run circles around the hilltop tree will ask you for masks when they let you enter and exit their dungeons. If you successfully complete all four moon dungeons, you will have to hand over all 20 of your Happy Masks, and the four children will vanish from the grassy playfield. Only the lonely Majora child who sits in the tree's shade will remain. If you talk to him once all four kids are gone, he'll give you the Fierce Deity's Mask—the ultimate weapon against Majora.

PIECES OF HEART



Your life meter can hold 20 Heart Containers, and you begin the game with three. Assemble 13 additional Heart Containers by collecting the 52 Pieces of Heart throughout the game.

COLOR KEY

- WOODFALL
- SNOWHEAD
- GREAT BAY
- STONE TOWER
- MAJORA

1 CLOCK TOWER DECK

The very first Piece of Heart you can get is the one atop the clock tower deck. Once you've given the South Clock Town Deku Scrub a Moon's Tear, use his Deku Flower to fly to the piece.

2 NORTH CLOCK TOWN

As soon as you've earned the Deku Mask, you'll be able to explore Clock Town as Link. Jump across the pillars in North Clock Town to leap to the tree by the slide. Tangled in its limbs is a Piece of Heart.

3 SWORDMAN'S SCHOOL

Learn the way of the sword at the Mighty Training Center in West Clock Town. For 10 Rupees you can test your skills on the expert course. If you achieve a perfect score, you'll win a Piece of Heart.

4 POST OFFICE

Stop by the post office between 6:00 p.m. and midnight to play the timing game. To win, you must hit A exactly 10 seconds after the game begins. If you wear the Bunny Hood, you can see the timer.

5 THE TOILET AT THE INN

To flush out a Piece of Heart from the toilet beneath the Stock Pot Inn's stairs, make a pit stop at midnight any day. When the hand reaches out of the toilet, offer it a letter or a title deed.

6 CLOCK TOWN MAILBOX

When you wear the Postman's Hat, you'll be able to check the town's mailboxes. The first one you check will contain a Piece of Heart. After that, you'll be able to find Rupees in the mailboxes.

7 ROSA SISTERS

On Days 1 and 2 between 6:00 p.m. and 6:00 a.m., the Rosa Sisters will practice their dance in West Clock Town's courtyard. Win their hearts by wearing the Kamaro's Mask and showing them your moves.

8 MAYOR DOTOUR

Wear the Couple's Mask and talk to Mayor Dotour at his East Clock Town residence when he's holding his meeting on Day 1 or 2 between 10:00 a.m. and 8:00 p.m. or Day 3 between 10:00 a.m. and 6:00 p.m.

9 THE KEATON QUIZ

Keaton hides among the jittery bushes that flee when you try to chop them down. Wear the Keaton Mask and chop all of the bushes before they escape to summon Keaton. Only three groves of runaway bushes exist: in North Clock Town, on Milk Road and in Mountain Village. Keaton will ask you a random selection from the questions below.

QUESTION	ANSWER
What time does Romani go to bed?	Eight
What time does Romani wake up?	Six
How many balloons does Romani use during practice?	One
What weapon does Romani use in practice?	Bow
What nickname does Romani give you?	Grasshopper
What is the name of the song Romani teaches you?	Epona's Song
How many cow figurines are in Clock Town?	10
How many cows are there at Romani Ranch?	Three
How many Cuccos are there at Romani Ranch?	One
Where does Cremia try to deliver her milk?	Milk Bar
How old is Tingle, the map salesman?	35
What are the magic words that Tingle created?	Kooloo-limpah!
Is Tingle left-handed or right-handed?	Right-handed
What color trunks does Tingle wear?	Red
What is the name of the festival held in Clock Town?	Carnival of Time
What is the name of the mayor of Clock Town?	Mayor Dotour
What is the name of the vintage milk at the Milk Bar?	Chateau Romani
What is the name of Clock Town's inn?	Stock Pot Inn
What bad habit does Anju the innkeeper have?	Quick to apologize
What is Anju the innkeeper bad at doing?	Cooking
What is the name of Anju's father?	Tortus
Who is the leader of the Bombers gang?	Jim
Once completed, how tall is the festival tower?	Four stories
How many mailboxes are there in Clock Town?	Five
What does the owner of the bomb shop call his mother?	Mommy
What is the name of the Indigo-Gos' singer?	Lulu
How many members are there in the Indigo-Gos?	Five
Mikau is of which race?	Zora
Darmani is of which race?	Goron
What instrument does the Skull Kid play?	Flute

10 GRANDMA'S STORY 1

Visit Anju's grandmother on the first floor of the inn on Day 1 or 2 between 8:00 a.m. and 6:00 p.m. Wear the All-Night Mask and listen to the "Carnival of Time" story. Answer "On the eve of the carnival."

11 GRANDMA'S STORY 2

You can win a second Piece of Heart by staying awake through the grandmother's other story, "The Four Giants." When she finishes and asks you what you've just heard, answer "I dunno."

12 WEST CLOCK TOWN BANK

A Rupee saved is a Rupee earned, while 5,000 Rupees saved are one Piece of Heart earned. If you keep depositing Rupees until you have 5,000 in savings, the banker will give you a Piece of Heart.

13 DEKU SCRUB PLAYGROUND

Drop into the fenced-off grotto by the Fairy Fountain in North Clock Town to compete in the Deku Scrub Playground games. Collect all of the Rupees by flying from platform to platform. If you can nail the best time three days in a row, you'll score a Piece of Heart.

14 TREASURE CHEST SHOP

If you win the Treasure Chest Shop game as Darmani, your prize will be a Piece of Heart. Play between 6:00 a.m. and 10:00 p.m.—press and hold L while navigating the maze to get a better view.

15 TOWN SHOOTING GALLERY

Play the Town Shooting Gallery game in East Clock Town between 6:00 a.m. and 10:00 p.m. Use your bow to hit the Octoroks. If you score a perfect 50, you'll win the gallery's Piece of Heart.

16 HONEY & DARLING'S SHOP

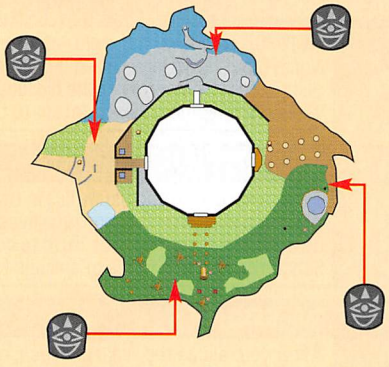
Honey & Darling's Shop has a different game each day: the Bombchu Gallery on Day 1, Basket Bomb on Day 2 and Target Shooting on Day 3. Get the high score three days in a row to win a Piece of Heart.

17 DEKU SCRUB GROTTO

Watch the flying Deku Scrub with the telescope as he drops into the grotto in front of the observatory. Enter the hole. He'll offer to sell you a Piece of Heart for 150 Rupees—if you refuse he'll drop the price to 100 Rupees.

18 GIANT GOSSIP STONES

Drop into the four grottoes marked by Gossip Stones on the map below. Always as the same character, play the song for each race (Goron, Deku, etc.) by the Giant Gossip Stone in each grotto.



19 PEAHAT GROTTO

Butterflies flutter near the grotto entrance that is covered in tall grass. Drop into the hidden hole to battle the Peahat. Target the weed's underside and fire arrows at it. Defeat it to win a Piece of Heart.

20 DODONGO GROTTO

Enter the hole in north Termina Field and fight the Dodongos lurking in the grotto. Slash their tails then quickly circle around the lizards before they can scorch you with their fiery breath.

21 BIO DEKU BABA GROTTO

Bomb the boulder near the entrance to the Great Bay Coast to uncover a grotto. Inside, shoot down the beehive that houses the Piece of Heart, then defeat the Bio Deku Baba that stands in your way.

22 ROAD TO THE SWAMP

Climb the vines on the towering tree that looms over the road leading to the Southern Swamp. A Piece of Heart and some Keese await your arrival at the top of the giant tree's trunk.

23 SOUTHERN SWAMP

Once you have the Land Title Deed from Clock Town's Deku Scrub, you'll begin a trading sequence with the Scrubs who live in each of the four realms. As Link, give the deed to the Scrub next to the Southern Swamp's Tourist Info Hut. Use the Deku Flower to reach the building's roof.

24 GORON VILLAGE

As a Deku Scrub, trade the swamp Scrub's Swamp Title Deed to the Scrub living in Goron Village. Use the flower to fly to the overlooking ledge.

25 ZORA HALL

As Darmani, offer the Mountain Title Deed to the Scrub stationed in Lulu's dressing room. The flower you snag in the deal will get you to the deck.

26 IKANA CANYON

As Mikau, give the Ocean Title Deed to the Deku Scrub near Sakon's hideout. Launch from the flower to cross the chasm and reach the Piece of Heart.

27 TINGLE'S PICTOGRAPH

Tingle isn't a fairy after all. He's really the son of the Pictograph man at the Southern Swamp Tourist Information Office. Bring the man a full-body shot of either Tingle or the Deku King.

28 DEKU PALACE GARDEN

A Piece of Heart sits in the western side of the Inner Palace Garden. Sneak past the guards (the cloaking effects of the Stone Mask will be especially helpful) to snatch up the Piece of Heart.

29 WOODFALL

When you enter Woodfall from the Southern Swamp, a Piece of Heart will be on an island to your left. Get there by traveling counterclockwise across the planks and Deku Flowers.

30 BOAT CRUISE

After you've defeated Odolwa in Woodfall Temple, the Southern Swamp's tainted water will clear and Koume will change her boat cruise into a shooting game. Hit at least 20 targets to win.

31 SWAMP SHOOTING GALLERY

Shoot every target (don't forget the Scrub on the right tree and the one on the left cliff). Nab a perfect score (2,120 before the time bonus) once for a quiver upgrade, and again for the Piece of Heart.

32 MOUNTAIN POND IN SPRING

After you defeat Goht in Snowhead Temple, spring will thaw the frozen streams of Mountain Village. Dive into the water as a Zora to retrieve the sunken Piece of Heart in the treasure chest.

33 DON GERO'S FROG CHOIR

When spring has arrived in Mountain Village, wear Don Gero's Mask in front of the frog at the local pond. Wear the mask in front of four other frogs in the game to gather the frog choir.

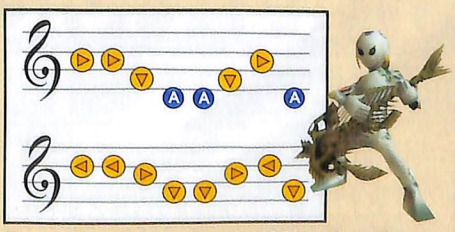
- When you show Don Gero's Mask to a frog after spring has arrived, it will migrate to Mountain Village's pond. When all five frogs are there, listen to their song to win a Piece of Heart.
- Once you've defeated Goht, spring will arrive and the frogs will be able to gather at the pond. One frog will be present as soon as the village thaws out.
- The singing frogs will head to Mountain Village's springtime pond if you talk to them while wearing Don Gero's Mask. The second frog is by Clock Town's Laundry Pool.
- After the long waterway that leads to Deku Palace, you'll find a frog that is awaiting the arrival of the frog chorus conductor, Don Gero. If you show it your mask, it will join the others.
- In Woodfall Temple, the toad that rides the snapper will transform into one of the singing frogs after you've won the battle. In the Great Bay Temple, a frog will appear after you slay Gekko.

34 SNOWHEAD'S SCARECROW

Teach the scarecrow at the Astral Observatory or the trading post your own song, then use the Lens of Truth to see the scarecrow along the path to Snowhead Temple. Use the Hookshot to reach it.

35 ZORA JAM SESSION

Use your Hookshot to reach the upper level of Mikau's and Tijo's dressing room—read Mikau's diary to learn the new riffs. Enter Japas's room, then whip out your guitar. Japas will play the first half of the diary riffs shown below. Play the second half to complete the song.



Change into anyone other than Mikau, then play both measures of the song for Evan. He doesn't like to listen to the ideas of his bandmates, so you won't earn the Piece of Heart if you play both measures for him while you're decked out as Mikau.

36 LIKE LIKE

At the foot of the falls leading to the beaver brothers is a deep basin. At the bottom is a Like Like that has gulped up a Piece of Heart. From dry land, shoot arrows at the bottom-feeder until you've deep-sixed it, then dive for the prize.

37 PIRATES' FORTRESS

The cage imprisoning the Piece of Heart in the Pirates' Fortress will open if you trip the upstairs floor switch. As Darmani, break the barrels that block the switch, then activate it.

38 PINNACLE ROCK

Trade the fisherman on the Great Bay Coast a pictograph of a pirate for the sea horse. Release the sea horse at the Pinnacle Rock entrance—slay all the Sea Snakes to rescue the other sea horse.

39 OCEANSIDE SPIDER HOUSE

In the Oceanside Spider House, don the Captain's Hat and speak to the Stalchildren inside to get a clue. Use your arrows to shoot the colored mass in the order you're told to find the Piece of Heart.

40 MARINE RESEARCH LABORATORY

Catch fish in bottles and feed them to the two large fish in the Marine Research Laboratory's aquarium. After four or five feedings, one of the fish will eat the other fish.

41 GREAT BAY JUMPING GAME

Once you defeat Gyorg, ride the boat that is docked on the shore just north of the Marine Research Lab. Use the Hookshot to reel yourself onto the fisherman's island—play his game to win a Piece of Heart.

42 BEAVER RACE

After you've outraced the beaver brothers at the waterfall rapids to win their bottle, race them again to win a Piece of Heart. You'll win it if you finish the race in 1:50 or less.

43 GREAT BAY SCARECROW

Swim to the shore near the Great Bay jumping game and use the Hookshot to reach the pillar on the cliffside. Plant a Magic Bean, water it and ride it up. Summon the scarecrow and use the Hookshot.

44 IKANA GRAVEYARD

Wear the Captain's Hat and command the Stalchildren to dig up graves in Ikana Graveyard. Use the Lens of Truth to navigate through the cavern. Blast a wall inside and battle the Iron Knuckle.

45 SPIRIT HOUSE

Battle the four Poe sisters in Ikana Canyon's Ghost Hut that overlooks the Music Box House. If you defeat all four Poes within the time limit and with more than three hearts remaining, you'll win.

46 IKANA CASTLE COLUMNS

Work your way to the Ancient Castle of Ikana's roof. Shoot the crystal switch to extinguish the flames, then use the Deku Flowers atop the columns to reach the Piece of Heart.

47 SECRET SHRINE

Behind the waterfall near Ikana Canyon, fire a Light Arrow at the sun emblem to open the door. To win the Piece of Heart, you must defeat the four rooms' enemies: Dinalfos, Wizzrobe, Wart and Garo Master.

48 DOG RACE 500

The Doggy Racetrack at Romani Ranch is open from 6:00 a.m. to 8:00 p.m. Win at least 150 Rupees to get a Piece of Heart. Dogs whose thoughts begin with "Ruff!" are the fastest (use the Mask of Truth).

49 MOON DUNGEONS: DEKU

Each of the four Moon Dungeons contains a Piece of Heart. In the Deku Dungeon, it is in the far-right corner. Fly to the ledge, then use the yellow Deku Flower to fly back to the propeller.

50 MOON DUNGEONS: GORON

In the Goron Dungeon, roll at full speed across the narrow paths and ramps until you reach the top-left corner where the Piece of Heart lies.

51 MOON DUNGEONS: ZORA

To navigate the forks in the waterway and reach the Piece of Heart in the Zora Dungeon, swim left, right then left.

52 MOON DUNGEONS: LINK

After battling through the three enemies and uncovering switches with Bombchu, you'll reach the Piece of Heart.

The more Heart Containers you have, the better. Believe it or not, you can find 20 Pieces of Heart before setting foot in the first dungeon.



BOTTLES & UPGRADES

KOTAKE PG. 117



SOUTHERN SWAMP

The first bottle you can earn is from Kotake at the Southern Swamp's potion shop. Once you've located the hag's missing sister in the nearby Woods of Mystery, visit Kotake, who'll give you a bottled Red Potion.

ROMANI'S MILK PG. 130



ROMANI RANCH

Go ghost-busting at Romani Ranch at 2:30 a.m. on Day 1. If you can stop the incoming alien ghosts from reaching the barn, Romani will reward you with a bottle of milk.

DAMPÉ PG. 142



IKANA GRAVEYARD

On Day 3 after 6:00 p.m., wear the Captain's Hat and order the Stalchildren in Ikana Graveyard to dig up a grave. Enter the hole, remove your mask, then guide Dampé around so he digs up all of the mounds. Defeat the Poe to win the bottle.

GORON RACE PG. 129



GORON RACETRACK

Once you've defeated Goht in Snowhead Temple, the Goron races will get underway. Compete at the Goron Racetrack as Darmani and place first to score a bottle brimming with gold dust.

BEAVER RACE PG. 140



WATERFALL RAPIDS

At the Western Ocean, you'll need to collect Zora Eggs in bottles, so you might want to win the bottle from the area's beavers. It'll be yours if you finish their two-part Waterfall Rapids race within the time limit.

MADAME AROMA PG. 114



CLOCK TOWN

On Day 3, deliver Kafei's express mail to his mother, Madame Aroma, at the Milk Bar after 6:00 p.m. She'll give you a bottle filled with Chateau Romani, a vintage drink that will strengthen your magic and won't run out unless you turn back time.

WALLET UPGRADE

Deposit 200 Rupees at the West Clock Town bank to earn the Adult Wallet from the banker. The wallet increases your carrying capacity to 200 Rupees. To carry up to 500 Rupees, complete the Oceanside Spider House on Day 1.

QUIVER UPGRADE

The Town and Swamp Shooting Galleries will reward you with the quiver upgrade if you break a record and nail a perfect score. The first step up is the large quiver that holds 40 arrows. The largest quiver is the best—it holds 50 arrows.

BOMB BAG UPGRADE

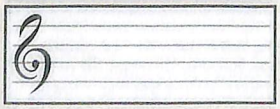
First buy the bomb shop's Bomb Bag. Stop Sakon from robbing the bomb-shop lady on Day 1 at 12:30 a.m.—you'll be able to buy the Big Bomb Bag. Talk to the Deku Scrub in Goron Village as Darmani to get the Biggest Bomb Bag.

OCARINA MUSIC

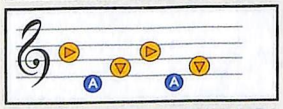
As Link relives his three-day odyssey over and over, he'll learn 12 melodies, and compose one song of his own with the scarecrow. Each song has a purpose—you'll use the ocarina melodies to unlock secrets, change time and much more.



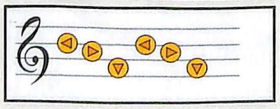
SCARECROW SONGS



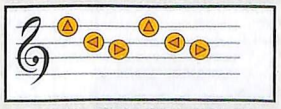
SONG OF TIME



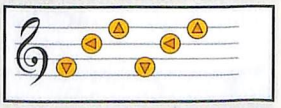
SONG OF HEALING
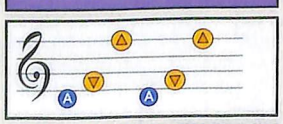


EPONA'S SONG



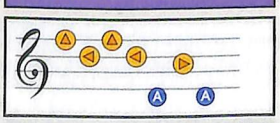
SONG OF SOARING



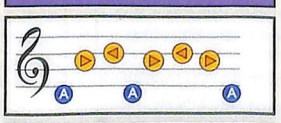
SONG OF STORMS



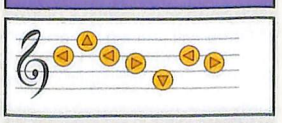
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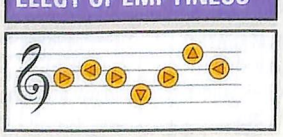


GORON LULLABY



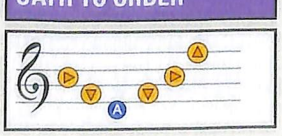
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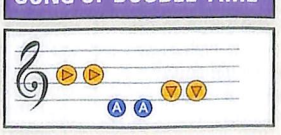


ELEGY OF EMPTINESS



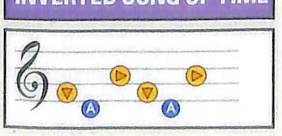
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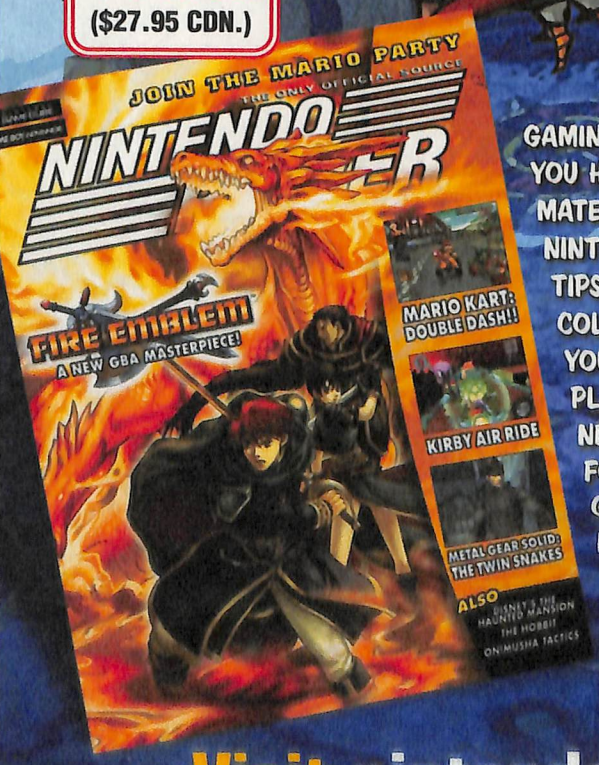
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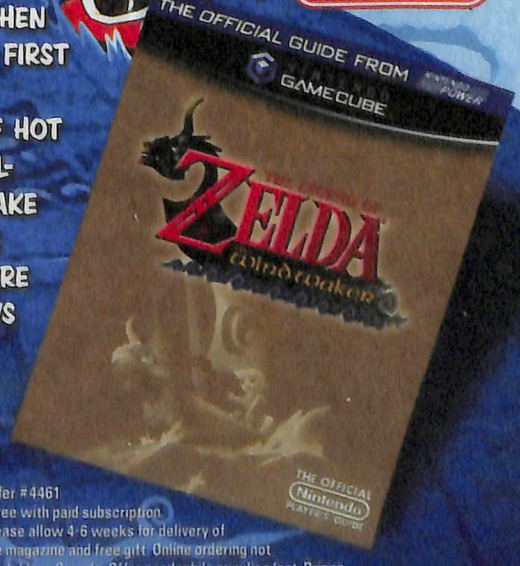
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